

PRIMA'S OFFICIAL STRATEGY GUIDE

CRUSADERS -OF- MIGHT AND MAGIC™



3DO™

**EVERYTHING
TO WIN THE GAME**



CRUSADERS

-OF-

MIGHT AND MAGIC



3DO™

an Incan Monkey God
Studios Production



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Crusader Field Dispatch

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Drake

**Friends
& Foes**

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Magic

Maps

Walkthrough

**Encounters
& Loot**



Drake

CRUSADER FIELD DISPATCH, FOR THE COMMANDER'S EYES ONLY

Lady Celestia,

I have made much progress in the task you set me to, yet there is much about this Drake which remains obscure. It seems that every fact I learn about the young man raises two or three new and unexpected questions. Sadly, I feel that much remains to be discovered before I can at last seize that one central fact which will make all of the contradictory elements of my subject's character fall into place.

I have heard numerous accounts of Drake's origins. In fact, for one so young, the number of wild legends that have already sprung up around his name is nothing short of astounding. Most of these can be disregarded out of hand, either because they are overtly superstitious nonsense (several stories which make Drake the son/nephew/brother of Necros) or because they contravene known facts (any stories which have Drake already acting on behalf of the Order). There are two persistent rumors that I consider more likely. The first says that Drake was a child during the early incursions of the Legion, and that his family was slain in battle, moving Drake to a life of revenge. The second rumor has it that Drake is the disgraced son of a nobleman (the identity of this hypothetical parent varies with the teller) who has taken up a life of errantry in order to prove his worth to his family.



I have been able to confirm that Drake lived for several years with Nomandi the Stoic, the scholar and honored hero of our Order. I have traveled to the monastery that Nomandi used for a hermitage, and there I found written records, in the sage's own hand, that Drake stayed there several years as Nomandi's student and companion. I also found a grave stone in the old sanctuary, crudely but carefully inscribed with Nomandi's name, and dated just over three years ago. I confess that I did not confirm the contents of the grave myself, having no desire to disturb the rest of the old hero. I am sure you have already discerned that the time recorded for Nomandi's death closely matches the beginning of Drake's most recent and most impressive adventures.

Regarding those adventures, I must confess myself surprised to find that the evidence which I have so far uncovered tends to confirm that Drake actually performed most of the improbable deeds attributed to him. Specifically, he was present at, and quite likely responsible for, the burning of the Legion camp at Highmeadow, the inexplicably aborted siege of Dormir, and the Crusader's retreat from the Erngard observation post, which was made possible by an unexpected delay in the advancing Legion forces. I've also linked him to numerous reports of disrupted Legion patrols and villagers or freeholders saved or warned of Legion assaults.

Finally, I am pleased to report that I have made personal contact with the subject.



Drake

I was pursuing my inquiries in the town of Cador Sul. I had already been two nights at their inn when I was greeted by the innkeeper upon my arrival one evening with, "You were asking about Drake Scarface? Well he's sitting over there."

Turning to the indicated table, I observed a young man, apparently of somewhat less than 30 years. I could not guess his age more precisely, for his skin was darkened and weathered by outdoor living. He was not overly large, but powerfully muscled. His hair and eyes were both dark, and his countenance was well favored, except for a jagged scar that cut across his cheek. His clothes were sturdy and plain, well suited for travelling and fighting (in fact, he was dressed after the fashion of travelling operatives of our Order, and in this I perceived the hand of Nomandi). He was carrying a longsword which I never saw unsheathed, but the scabbard and hilt were both solidly made, apparently well maintained and devoid of ornamentation.

I took a pint to a nearby table, and for much of the evening I merely sat and listened to him conversing with the locals. He seemed perfectly at ease among the townsfolk, and his accent was that of a common farmer (if he is indeed a noble's son, he hides it well). By his conversation I discerned a certain native intelligence, but little refinement or culture. His wit, however, was ready and surprisingly caustic. (He offered up one involved and very effective anecdote concerning yourself, Lady Celestia, which I had not heard before, and which I look forward to sharing when next we



meet, as I know you collect such things.) He displayed little love for authority of any kind, and was particularly dismissive of our Order. However he also spoke quite satirically of the Legion. I received the distinct impression that the townsfolk came away from their conversation much heartened by his presence.

In short, he seemed much like many a young bravo of the sort you might find at the mess tables of the High Guard, with one exception. Young warriors, as you well know Lady, are much given to boasting of their prowess. Indeed, it is for many their greatest love and primary recreation. Drake, however, steadfastly refused to speak of himself at all, either his prior adventures, or his future plans, or his present business. All such inquiries were waved away with a smile and a quip.

I remained in the common room until Drake went up to his lodging. I was resolved to present myself to him the next morning, away from the crowd of admiring townspeople. However, though I rose the next morning before the first scullery maid was up, I waited in vain for Drake to arise. I later discovered that he had slept only a few short hours, and departed that place in the middle of the night, which I was told by the innkeeper was his usual practice when visiting civilization.



Drake

Attributes

Along with an individual personality, all live and undead characters in the game have a set of *attributes* that describe their experience, how fast they can travel, how well they fight, how healthy they are, how resistant they are to certain types of attacks, and how much damage they can withstand. These attributes, in turn, have *values* that can change as you play the game and gain experience, mana and equipment.

Everything you can accomplish offensively and defensively in the game — from how fast you can swing your axe to how many fireballs you can withstand — depends heavily on your attributes. The *Player Stat Screen* lets you view your attributes at a glance.

This chapter describes attributes and starting values for Drake, your character in the game. As you progress to higher levels, some of your attributes improve. (See **Level Advancement**, p. 16, for information on level progressions.) Later in this chapter, you'll find additional attributes for other characters and the undead. Some pieces of equipment can modify attribute values and boost your resistance against certain weapons or spells — check out **Equipment**, p. 70, for a complete listing of weapon, armor and item attributes.

DRAKE THE CRUSADER LEVEL 5
 EXPERIENCE 8220 NEXT LEVEL AT 10500

20 MIGHT	DAMAGE MULTIPLIER 1.5
15 INTELLIGENCE	MANA 45/45
25 ENDURANCE	HEALTH 77/125
30 SPEED	

TYPE	SCALD	BLAZE
SLASH	10	10
DASH	10	5
FIRE	0	5
AIR	10	0
EARTH	10	0
WATER	0	0
LIGHT	0	0
DARK	10	0

FULL 15 / 15 30



Difficulty Levels

The game has three difficulty levels that affect how easy it is to win the game. (Obviously, it's much harder to win the game as a Crusader than as a Squire.) It's important to note that you can't switch difficulty levels midway through the game — once a Squire, always a Squire.

All of your starting skills are determined according to the difficulty level you select at the start of the game. (See **Constant Attributes**, p. 14.)

The game's three difficulty levels are as follows:

Squire (Easiest)

All enemies have half as many health points as usual (50% of the listed value).

See **Friends & Foes**, p. 34, for a listing of enemy health points.

NOTE: For Squires in the catacomb jumping sequence, boardwalks connect the jumps. You must select this difficulty level when the game starts.

Knight (Harder)

All enemies have the usual number of health points (100% of the listed value).

Crusader (Hardest)

All enemies have double the number of health points (200% of the listed value).





Drake

Drake's Initial Attributes

When you choose a difficulty level, you determine your initial attributes. The values vary according to difficulty level. Four of them — Might, Intelligence, Endurance and Speed — stay constant throughout your adventure (unless magically modified for a while). The other four — Damage Bonus, Mana Points, Maximum Health and Movement Rate — change over time as you gain levels of experience.

The tables on pages 18-20 begin with Drake's constant attributes, determined by the Difficulty Level you choose. The rest of each table shows how the other four values increase as your experience level increases.

CONSTANT ATTRIBUTES

Might	How strong you are. (This base value is used to calculate your maximum Damage bonus at each level of experience.)
Intelligence	Your spell-casting ability. (This base value is used to calculate your maximum number of spell points.) Mana is expended whenever you cast a spell.
Endurance	How healthy you are. (This base value is used to calculate your maximum number of health points.)
Speed	How fast you can travel on foot. (This base value is used to calculate your Movement Rate bonus at each level of experience.)



DYNAMIC ATTRIBUTES (INCREASE WITH EXPERIENCE LEVEL)

Experience Level (EXP) Your current level of experience in the game (visible in the *Player Stat Screen*). As you gain experience, you receive Damage and Movement bonuses, and can collect more Mana and Health points.

Damage multiplier Additional damage you inflict at a given experience level.

As a Squire with an experience level of 9, for instance, each blow you land on your opponent causes double damage.

Mana points The maximum number of mana points that you can possess at this experience level. You can gain mana by resting, finding mana crystals, acquiring mana potions, or completing quests.

Health The maximum number of health points that you can possess at this experience level. You can gain health points by resting, using potions of healing or by completing quests.

Movement rate Speed bonus that increases with experience (how much faster you can go than average characters in the game).

At experience level 6, your speed is +5% faster than your initial Speed at the Crusader difficulty setting. Some spells or potions can affect your speed, or the speed of those around you.



Level Advancement (Experience)

As you progress through the game, you gain experience (measured in points). You accumulate experience points in three ways — by killing enemies, destroying the undead, and fulfilling quests by following clues from other characters in the game. If you can generate enough points to surpass pre-determined milestones, you progress to the next level.

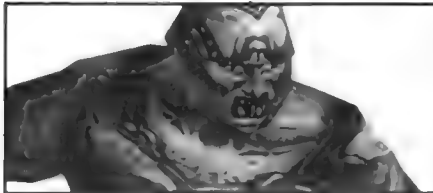
Levels are numbered, with 1 representing the lowest level. The following chart shows each level and the number of points required to jump to the next level. The two rightmost columns represent similar information, but in two different ways. The center column gives you a quick idea of how many points you need to step up to the next level, while the right one shows how many total points you need.

Level	Points to Progress	Total Needed
1	0	0
2	500	500
3	1500	2000
4	1500	3500
5	3000	6500
6	4000	10,500
7	4000	14,500
8	4000	18,500
9	4000	22,500
10	4000	26,500
11	4000	30,500
12	4000	34,500
13	4000	38,500
14	4000	42,500
15	4000	46,500
16	4000	50,500
17	4000	54,500
18	4000	58,500
19	4000	62,500
20	4000	66,500

Level Advancement (Experience)

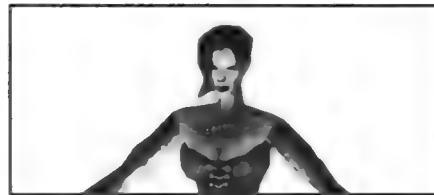


Experience Points



Enemies	Points
Lava Elemental	250
Rock Elemental	125
Skeleton Warrior	40
Skeleton Ghost	75
Shadow	200
Dark Mage	60
Archmage	250
Dark Master	125
Deceiver	250
Spectral Avenger	200

Enemies	Points
Black Knight	180
Dwarven Iron Pick Rebel	60
Dwarven Iron Pick Zealot	100
Dasher Brute	50
Dasher Scout	40
Ogre	75
Ice Titan	150
Major Ice Titan	200
Ice Titan King	300
Ice Elemental	200



Event	Points awarded
Escape from Western Stronghold	500
Return with Horn of Shattering to the Citadel	700
Free Prince Dain	200
Recover Scepter of Regency	200
Getting Talisman of True Sight	50
Rescue Ursan	300
Get Rune from Dasher	50
Recover Spell of Revelation	150
Reveal Deceivers to Dashers	100
Reveal Deceivers to Dwarves	100
Deliver Letter to King Dain	100
Open Western Stronghold to Crusaders	150
Total	2,600



Drake

Difficulty Level & Experience Tables

SQUIRE

	Might	Intelligence	Endurance	Speed
	25	20	30	20
EXP	Damage multiplier	Mana points	Health	Movement rate (% speed increase)
1	1	26	53	+ 9
2	1.1	33	71	+ 10
3	1.2	40	89	+ 11
4	1.4	46	107	+ 12
5	1.5	53	125	+ 13
6	1.6	60	143	+ 14
7	1.7	66	161	+ 15
8	1.9	73	179	+ 16
9	2	80	197	+ 17
10	2.1	86	215	+ 18
11	2.2	93	233	+ 19
12	2.4	100	251	+ 20
13	2.5	106	269	+ 21
14	2.6	113	287	+ 22
15	2.7	120	305	+ 23
16	2.9	126	323	+ 24
17	3	133	341	+ 25
18	3.1	140	359	+ 26
19	3.2	146	377	+ 27
20	3.4	153	395	+ 28

Experience Level Tables



KNIGHT

	Might	Intelligence	Endurance	Speed
	20	15	25	15
EXP	Damage multiplier	Mana points	Health	Movement rate (% speed increase)
1	1	25	50	+ 0
2	1.1	30	65	+ 1
3	1.2	35	80	+ 2
4	1.3	40	95	+ 3
5	1.4	45	110	+ 4
6	1.5	50	125	+ 5
7	1.6	55	140	+ 6
8	1.7	60	155	+ 7
9	1.8	65	170	+ 8
10	1.9	70	185	+ 9
11	2	75	200	+ 10
12	2.1	80	215	+ 11
13	2.2	85	230	+ 12
14	2.3	90	245	+ 13
15	2.4	95	260	+ 14
16	2.5	100	275	+ 15
17	2.6	105	290	+ 16
18	2.7	110	305	+ 17
19	2.8	115	320	+ 18
20	2.9	120	335	+ 19



Drake

CRUSADER

	Might	Intelligence	Endurance	Speed
	20	15	20	15
EXP	Damage multiplier	Mana points	Health	Movement rate (% speed increase)
1	1	25	50	+ 0
2	1.1	30	59	+ 1
3	1.2	35	71	+ 2
4	1.3	40	83	+ 3
5	1.4	45	95	+ 4
6	1.5	50	107	+ 5
7	1.6	55	119	+ 6
8	1.7	60	131	+ 7
9	1.8	65	143	+ 8
10	1.9	70	155	+ 9
11	2	75	167	+ 10
12	2.1	80	179	+ 11
13	2.2	85	191	+ 12
14	2.3	90	203	+ 13
15	2.4	95	215	+ 14
16	2.5	100	227	+ 15
17	2.6	105	239	+ 16
18	2.7	110	251	+ 17
19	2.8	115	263	+ 18
20	2.9	120	275	+ 19



Resistances

Just as the difficulty level you choose determines your initial attributes, it also determines your resistances. *Resistance* describes the ability to ward off certain types of attacks — physical blows, elemental blows, or additional damage inflicted by certain weapons. Your resistances remain constant throughout the game; however, you can increase your defensive abilities by acquiring armor, shields, potions and weapons with special effects.

Eight different offensive attack types exist in the game. All weapons deliver slash and/or bash damage, and some inflict elemental (air, earth, water and fire) or light/dark (“good” and “evil” damage). You possess different resistances to each type of attack depending on your difficulty level and what equipment you own.

Base Resistances Table

The following table shows the initial resistance (measured as percentages) that you have against each attack type, based on difficulty level. As a Knight with 10% resistance against slash attacks, for example, you’re capable of blocking 10% of all slash damage. As a Crusader, however, you’re vulnerable to 20% *increased* damage from the same attack — this means you’ll resist none of the damage and take an extra twenty percent on top of it. Your base resistances remain constant throughout the game, but certain armor types (and some weapons) can bolster your resistance.

	Squire	Knight	Crusader
Slash	40% resistant	10% resistant	+ 20% vulnerable
Bash	40% resistant	10% resistant	+ 20% vulnerable
Fire	—	—	—
Air	—	—	—
Earth	—	—	—
Water	—	—	—
Light	—	—	—
Dark	—	—	+ 20% vulnerable



Drake

Resistance Types

The first two resistance types relate to hand-to-hand weapon combat.

Slash. Resistance against any attack made with an edged weapon (any type of sword).

Bash. Resistance against any attack made with a blunt weapon (a club, mace or hammer).

The following four resistances have to do with how well you can withstand other types of weapon-based or spell-based attacks, above and beyond slash and bash. Some weapons have multiple damaging attacks, and some characters and foes are resistant to one or more attack types. (The attack type that occurs depends on the weapon's capability.)

Fire. Resistance against an attack that inflicts Fire damage (such as a *Fireball* spell or Hellstar weapon).

Air. Resistance against an attack that inflicts Air damage (such as the Blade of the Waking Storm weapon).

Earth. Resistance against an attack that inflicts Earth damage (such as the Obsidian Hammer).

Water. Resistance against an attack that inflicts Water damage (such as the Ice King's Club).

Light and Dark resistances refer to good and evil attacks, not physical lighting conditions. In general, "good" characters are more vulnerable to Dark damage, and "evil" opponents are more susceptible to Light damage. Some weapons deliver a Light or Dark punch. Several armor types also protect against Light or Dark attacks.

Light. Resistance against an attack that delivers Light damage.

Dark. Resistance against an attack that delivers Dark damage.



Combat

In *Crusaders of Might and Magic*, you must fight for your life every step of the way. Around every dark corner awaits an undead corpse, each bent on eliminating you. Combat is an integral part of the game, and clearly necessary for your survival. The more prepared you are when you go into a fight, the more likely you'll survive.

This section describes the ground rules governing combat. For information on how to best handle specific opponents, check out **Friends & Foes**, p. 34.

Arming Yourself ...

If there's one thing you should remember, it's that you should always remain armed and keenly aware of your surroundings. You don't want to be surprised or caught empty-handed. You don't necessarily want to carry your most powerful weapon all of the time, but you should have something handy for the next Ogre that comes along.

Some weapons work better than others against specific types of opponents. To find out what creatures you're likely to face in a given area, see **Encounters & Loot**, p. 212. Before you arrive there, check your arsenal to see what weapons you have available. Finally, review your weapons' capabilities in **Equipment** (p. 68). If you have a weapon that's especially capable of striking your expected foes, you'll want to use that. Finally, arm yourself, head into the unknown, and wish for the best of luck.

If you're going to rely on a magical attack, make sure that you ready a spell for use in the *Inventory* screen, and that you have an adequate supply of mana. If not, you may want to acquire mana crystals or potions before you embark on your next attack.



Drake

The Initial Strike ...

Sometime after you're armed and ready, you'll run across someone you want to fight. Unless you're using a ranged magical attack or the Dasher bow (the only ranged weapon in the game), you'll have to move in close enough to make a swift strike. For weapons, the game follows real-world physics — you can only hit your opponent if you're within your weapon's range and have good aim. Just as in our world, you and your opponent also take up space in the game world.

For instance, when you swing at the Dark Mage with a longsword, the game checks to see where you are standing relative to your opponent's position. If he's within range of your sword, the game then looks at your weapon's position in space. If your weapon's position passes through your opponent's position, you score a hit. If you take bad aim, however — an overhead swing too far to the left, or a crouched attack against a jumping enemy, for example — you're likely to miss.

Magical attacks are slightly different, but not much. You can cast any spell if you know it and have enough mana available. However, as with weapons, you have to aim your spell at your opponent. (The exception is the Homing Fireball spell, which seeks out the closest enemy.) If the spell strikes the physical area occupied by your opponent, you hit him.

An interesting point to note is that you can use physical space to your advantage. Say, for instance, that you're sandwiched between two Skeleton Ghosts at close range. If one of them swings at your head and you duck, his blow can conceivably land on the foe behind you. So, a little ingenious positioning can sometimes pay off.



Damage

Damage indicates the harm you cause to your opponent (and, unfortunately, how much harm is inflicted upon you). Causing damage isn't as easy as taking a punch at your foe.

First, you must have a weapon in hand to deliver any type of damage. (Fist-to-fist combat isn't part of your personal combat repertoire.) Once you've armed your weapon of choice, you have to take a swing or shot and actually hit your opponent. Third, the opponent must be susceptible to whatever type of damage you're trying to deliver. Some creatures (especially scaly foes) are completely immune to slash attacks, while others slice open easily. The end result of damage – no matter what type — is that it drains away health points.

Weapons deliver one or more types of damage with each swing, regardless of who's holding the weapon. Some do Slash damage, others do Bash damage, and still others Elemental or Light/Dark damage. See **Equipment**, p. 68, for a complete listing of weapon damage types.

Your Damage Multipliers

In addition, both you and some of your enemies inflict additional damage on a foe, regardless of the weapon you're wielding. For example, as a Squire at Level 9, you deliver double damage every time you connect. (See **Difficulty Level**, pp. 18-20, for a listing of Damage Multipliers.) Your Damage Multiplier describes how many extra points of damage you dole out with each strike, regardless of your method of attack. Whenever you make a successful attack, this extra damage is automatically applied on top of normal weapon damage.

Even with your Damage Multiplier, you can't do any damage until you pick up a weapon or learn a spell. This isn't entirely true for all your opponents (life as a Crusader just isn't fair).



Enemy Damage Bonuses

Some, but not all, opponents are born (or made undead) with the ability to deliver Damage Bonuses for certain types of attacks (Slash, Fire, etc.). A Lava Elemental, for example, inflicts 30 Fire damage and 10 Bash damage each time it connects, even though it never uses a weapon. A Dark Mage adds 5 Dark damage to each successful attack. In both cases, the extra damage affects any target that is vulnerable to that attack type, and is added onto normal weapon or spell damage. You'll find Damage Bonuses listed for each opponent in **Friends & Foes**, p. 34.

Once You Score a Hit ...

If the game determines that you've hit your opponent, or that he's hit you, more factors come into play. The mechanics behind damage applied during combat relate directly to information given earlier in this chapter (see **Attributes**, p. 12). Here's a quick review, more or less following the sequence of what happens in the game:

- | | |
|----------------------------|---|
| Resistances | How well a character or creature can ward off certain types of attacks. The attack types are Slash, Bash, Fire, Air, Earth, Water, Light and Dark. Some resistances are natural, while others can be gained through potions or equipment. |
| Weapon/Spell Damage | How many damage points a particular weapon or spell shells out with each attack. |
| Damage Bonuses | How many damage points are applied on top of weapon and spell damage during an attack. |

Once these parameters are taken into account in combat, total damage is figured. The overall damage delivered is the end result of everything above — each party's attributes, resistances, weapon and spell capabilities, and the attacker's Damage Bonus. Whoever can resist and deliver the most damage wins.



Example

As a Level 9 Squire, you're walking down a dark trail and run across a Skeleton Ghost armed with a broad sword. A healthy ghost has 20 health points. (Foes at Squire difficulty level have half the listed health points.)

His broad sword does 10 points of slash damage, 5 points of bash damage, and has no special damage effects. You, on the other hand, have 100 health points, a new suit of banded armor, and your trusty Axe of the Western Storms in hand. The axe does 8 points of both slash and bash damage, and applies 8 extra points of damage to creatures susceptible to Air damage.



He strikes you first. Your armor resists 20% of both the slash and bash damage, while you naturally resist another 10% of both the slash and bash damage. This means that you take only 10 points of damage, rather than 15.

When you hit him back, he resists none of the slash damage, 25% of the bash damage (2 points) and 25% of the Air damage (also 2 points). In addition, you get to double your damage just because you're a buff fighter. So, each time you strike him, he suffers $(8 + 6 + 6)$ doubled, for a loss of 40 health points. He only has 20 to begin with, so you can kill him with one solid swing of the axe.



OVERALL STRATEGIES

➔ **Know thyself.** Whatever level you choose at the outset is the one you've got for the entire game. The Catacomb stepping stones, for instance, have boards laid across them at Squire level to make crossing easier. If you have trouble crossing them at Knight level, you can't make the game easier "just for a little while."

➔ **Optimize your options.** If you find that your system is slowing down during parts of the game, take a good look at what might be making Drake drag his feet. Lots of torches around? Go into the *Options* screen (available whenever you hit **[Esc]**) and turn off **REAL TIME LIGHTING**. Do you really need Architectural Shadows? How about Audible Footsteps? If it comes down to either special effects or a high frame rate, ditch the special effects.

Remember, if you've got a slow frame rate, your enemies are just as fast as ever; they just *look* slower — you're seeing fewer frames in each motion, like a strobe effect. That makes it harder for you to react as quickly. So if you need to, pare down the options until you've got the game running as smoothly as it was meant.

➔ **Save Often.** Okay, so this isn't a newsflash piece of advice. However, you'll find that even the basic, run-of-the-mill skeletal soldiers play for keeps. Given half a chance, they'll sneak up behind you and slice you into deli portions. The Quicksave feature is invaluable when you cross stepping stones, scramble up ice platforms, or just head into a dangerous situation.

➔ **Practice fighting.** Before you even select New Game and try to get out of the Stronghold, you're going to need at least one run through the Trainer scenario. It's important to feel comfortable



with not just the basic hack and slash movements, but the more advanced things like attacking to either side and rolling out of harm's way.

- ➔ **Collect as much as you can.** Potions come in handy, and things like swords you'll be able to sell for gold. Gold is your friend, since you need it to buy the more useful items you'll want later on. Sometimes it might be necessary to rearrange items in your inventory to maximize the number of objects you can carry.
- ➔ **Plan ahead.** Before entering any potentially dangerous location, decide what a good basic maneuver might be. It's a good idea to cover yourself with an initial attack before you take the time to look around. For instance, if you're about to go into a T-intersection in enemy territory, a good maneuver might be: attack to left, attack to right, and immediately roll backward. If there are enemies lurking around the corners, you'll find out about them without having to stop and look around like some sort of tourist.
- ➔ **Pick your fights.** Being a loner is all well and good, but remember that being a single fighter means no one is watching your back. Do whatever you have to do to keep the enemy from dividing up and coming at you from two sides. This usually means back up whenever you're facing more than one opponent.
- ➔ **Smash all barrels.** Don't be shy about breaking open any barrels, etc., that you find. Some carry items that will be useful in your quest to save the world. Have a field day poking around in people's bedrooms, and take anything that catches your eye. These are difficult times, and frankly you've got better things to be doing than hoping you can save up enough coins to buy a healing potion.
- ➔ **Use your shield.** If there's an enemy around and you're not swinging, have that shield up. Always.



Drake

- ➔ **Hide wisely.** Skeleton Ghosts can throw lightning, and what's worse, the lightning can arc around objects to hit you! However, lightning can only bend, it can't make sharp angles. You can use something like a column or corner to shield yourself, but only if you can put it *directly* between you and your opponent. Just moving enough that your enemy can't see you isn't usually enough.
- ➔ **Don't swing wildly.** Clicking as fast as you can on the mouse button is *not* the best way to fight! If you want to do the combination attack, double-click and then wait until you've finished the attack before doing it again. It's a good rule of thumb to put at least one second in between attack commands.
- ➔ **Watch your enemy.** Different opponents have different "basic" fighting techniques. Some will attack once and then pause, some will attack twice and then pause, etc. Take a couple of blows on your shield to figure out what sort of attacks you can expect. Keep in mind that most opponents will swing at any openings they see, which will add variation to their "basic" technique. Try not to give them an opening.
- ➔ **Keep healing potions ready.** To die with unused healing potions is the mark of an amateur. In fact, it's usually a good time to save the game right after you've brought your health up to maximum.
- ➔ **Have a choice of weapons.** You always want one blunt weapon and one edged weapon in your inventory. You also want at least one weapon with a long reach.
- ➔ **Keep it if you want it.** Don't leave an item anywhere — like in a chest or behind a building — figuring that you'll be able to get it later. If you want it, you've got to hold on to it. The same goes for selling it into an arms or armor shop ... it's not a pawn shop: you probably can't buy it back later.

Celestia's Audience Chamber



- ➔ **Look *everywhere* for loot.** Don't use the walkthrough in this book and figure you found everything that's in the game. Not by a long shot! To get *everything*, you're going to need to go everywhere, again and again. If you head directly back to the Citadel from Corantha, you won't be passing by the Inn at Cador Sul ... but there might be some new and interesting stuff there anyway, so it's probably worth a side-trip.
- ➔ **Be nice to your friends.** Don't swing your weapon at the local townspeople. This shouldn't surprise you, but the point is that friendly people almost never carry things that you want or need. You're much better off just opening their chests and looking through their houses.
- ➔ **Don't fight mobs.** If you get caught in a situation where you're facing more than two opponents at once, turn and run. The goal is not to run away ... although you can usually do that if you run long enough or far enough ... the goal is to get the enemy spread out enough that you can take them on one at a time. If you have a choice, run *back* toward where you came: that way you won't pick up more and more enemies as you go.





Celestia

Aerin

Captain Ursan

Old Guard & High Guard

Black Knight, Farid & Witchy Woman

Human Civilians

Ice Titan

Ogre

Lava, Ice & Rock Elemental

Prince Dain

Dwarves

Tamris

Dasher Brute & Scout

Skeleton Warrior & Spectral Avenger

Skeleton Ghost & Shadow

Dark Mage & Arch Mage

Deceiver & Dark Master

Necros

Friends
& Foes





Celestia

Health	100
Primary Weapon	None
Speed	Average
Experience	Do Not Attack

Dear Nomandi,

I can't tell you how thrilled I was to get your letter after all these years. Truthfully, most of us had thought you were long since dead, and I'm delighted to find how mistaken we were. You'll understand if this note is a bit rushed, as I have to hurry to get it back to your "messenger" before it departs.

Time is short, so I'll begin with a confession. Over the years, I've come around closer and closer to your opinion on the question of Celestia. These days the commander, frankly, unnerves me.

Mind you, I have no evidence that would warrant formal charges. Taken individually, each of her decisions makes perfect sense, and in general the Order seems to go on with considerable efficiency, and even some success against the Legion.

On another level, however, this is not the noble Order that you and I joined so many years ago. Maybe I'm just an old man too tired to change with the times, but these new recruits, this "High Guard," are not Crusaders as I understand the word. They're more like mercenaries, brash and cold blooded. And those "Black Knights" that Celestia surrounds herself with, well frankly they terrify me. I suppose that's the idea ... create a unit terrible enough to scare even the Legion on the battlefield, but I know the folk of the land find them as unsettling as I do. There are dark stories about regarding the Black Knights.

As for Celestia herself, there are just so many questions. How old is that woman? I remember when she, you and I were all young officers. Today she does not look like a young woman, but she doesn't look nearly as old as I do, or even as you did when you left us years ago. Even in the early days she always kept her past mysterious.

Here's what I think bothers me the most. When you and I began in the Order, the Crusaders were based on ideals. Oh, surely there were some unpleasant decisions

that had to be made in battle, but the command was still capable of occasionally doing something just because it was the right thing to do, even if it came at a cost. In all these years of her command, I have never ... never once ... seen Celestia do anything that did not carry a clear tactical advantage. She will cheerfully give over a whole town to the Legion if she thinks our forces can more efficiently be deployed elsewhere. Oh, all of her decisions make sense, her logic is always insailable, but I've never seen any sign that such decisions tear at her heart, or even that she has one. I tell you, Nomandi, I am certain that at least twice the only thing that kept her from ordering the Crusaders themselves to destroy a town and slaughter its civilians (to keep them from going to the Legion) was the certainty that the Old Guard would have risen up against her. She still needs us, but there are fewer of us every year.

Such dark thoughts, and time flies. I would like to end on a cheerier note, but I must get this missive to the messenger if it has any hope of reaching you. Try to get me another letter soon, old friend, and I promise to have a longer and (at least somewhat) less gloomy letter ready for you when it gets here.

Your brother in arms,

Steggan, Knight



AERIN

Health	100
Primary Weapon	None
Experience	Do Not Attack
Speed	Average

Dear Daddy,

I'm so excited, they've given me my own boat!

It's small, of course. Just a pinnace. I'm the only crew she needs. She's old, but steady. I call her the Sparrow. I mostly make the run from Citadel to Cador Sul, but sometimes I get to take her out on longer jaunts, taking knights for special missions behind the lines and such.

I know she's nothing like the great ships you used to pilot, with their weapons and cargo and crew, but

after all this is just my first command. Good navigators are in short supply these days, and everyone says that once I prove myself reliable it's only a matter of time. I do worry though ... the fighting is so intense, and we've lost so many warships over the last few years. Sometimes I wonder if there'll be any left when I'm ready.

I've flown Celestia twice now, once to meet with some Dwarves about some Citadel business. She asked my name and knew me for your daughter. The second time was to allow her to observe a battle near the borders of Duskwood. That flight was the closest I've ever been to a great battle, and I'm not ashamed to admit I was terrified. Especially when Celestia told me to go down within 100 feet of some very intense fighting. There was a whole knot of Legion mages on this little hill, and they started casting lightning bolts at us at a furious pace. They couldn't reach us, but they boiled the air horribly. I kept the keel steady though, and when we finally withdrew Celestia thanked me for my handling.

I've been so busy with the Sparrow that I've had little time for my other studies, but I still hope to be a real Crusader soon. The fighting's been so heavy that they haven't had time to test many new candidates lately, but I expect they'll have to soon, because casualties

have been heavy as well. I'm not sure if I'll make it in the next batch, though. They need me where I am (I told you how short they were on good pilots), but this would be an unseemly posting for a true knight. I might have to wait until one of the great galleons is desperate for a junior officer.

Some of the knights like to flirt with me, but I still haven't found that special one. I'm not sure if I'd want to marry a knight anyway. Two knights in one household sounds like one too many, don't you think?

Maybe a craftsman will be more to my taste, or perhaps a minstrel ... we could travel together. Of course, maybe I'll meet a real hero who'll sweep me off my feet in uncontrollable passion! (I'm just kidding.)

Oh Daddy, I really wish you were still alive, so we could sail together and talk like we used to. But it helps so much to write to you like this. I really feel that you're reading every word I write. Are you? If only you could write back.

I have to go now, it's time for the weekly supply run.

Your Loving Daughter, 

Aerin



Captain URSAN

Health 100

Primary Weapon None

Speed Average

Experience Do Not Attack

Captain Ursan,

You place me in a difficult position. I do not tolerate insubordination from my commanders. However, I also do not wish to taint the undeniable heroism of your recent actions with a public reprimand. Thus, this letter. I intend to make my wishes known with the greatest clarity, and I can assure you that any further failure to obey will be met with a far more firm response.

Commanders command. They do not rush off on impromptu "secret missions." I neither care how important the mission was nor how well qualified you might be for it. You have good men under your command, and one of their duties is to undertake risky missions.

Believe me, captain, nobody understands better than I your desire to take the brunt of the fighting on your

own shoulders. I'm a field commander by nature, but I've spent the last 10 years floating up here in this cloud castle while countless good Crusaders have died below. I grieve each time a Crusader falls in my stead, but here is where I stay, because here is where I'm needed.

So I completely understand your desire not to commit the men to any mission you would not undertake yourself. Believe me, captain, it's those men whom you endanger most when you undertake one of these adventures. What would have become of your unit if you had not returned? Would they have been able to hold three days in the pass without you there with them? I grant you that this time your gamble paid off rather spectacularly, but I cannot allow my commanders to gamble with their own lives. War is chancy enough. A chess master never risks a queen when he can use a knight, and never risks a knight when a pawn will serve. Even if you have to expend a half dozen men or more to accomplish the mission, that's preferable to risking yourself. 'Tis distasteful, but nonetheless true.

There could be great things in your future, captain. I'm not a young woman, and I won't be commanding the Order forever. You have many of the qualities of foresight, initiative and experience that the Crusaders need at the highest levels. It will not be possible, however, to give any serious consideration to your further advancement until you have demonstrated an ability to take your obligations seriously at your present level.

I trust there will be no need to further discuss these matters.
Yrs.

Celestia, Commander, Order of Crusaders



Old Guard

Health	100
Primary Weapon	Mace
Speed	Average
Experience	Do Not Attack

High Guard



Health	40-100
Primary Weapon	Axe
Speed	Average
Experience	Do Not Attack

Black Knight

Health	100
Experience	180
Primary Weapon	Halberd
Speed	Average
Resistance	25% Slash, Earth 100% Light, Dark
Vulnerability	+ 25% Water, Air
Bash Damage	10
Shield	Metal Shield



Farid



human CIVILIANS



Health	10-100
Primary Weapon	Varies (usually none)
Speed	Average
Experience	Do Not Attack



Ice Titan



Ice Titan

Health	100
Experience	75
Resistance	100% Light, Dark 50% Water
Vulnerability	+ 25% Fire
Damage	5 Bash
Primary Weapon	Axe
Speed	Average

Ice Titan King

Health	200
Experience	300
Resistance	100% Water, Light, Dark
Vulnerability	+ 40% Fire
Damage	15 Bash 15 Water
Primary Weapon	Ice King's Club
Spells	1 Stoneskin
Speed	Slow

Major Ice Titan

Health	160
Experience	200
Resistance	20% Slash, Bash, Air 75% Water 100% Light, Dark
Vulnerability	+ 10% Fire
Damage	10 Bash, Water
Primary Weapon	Large Iron Club
Speed	Slow
Gold	50

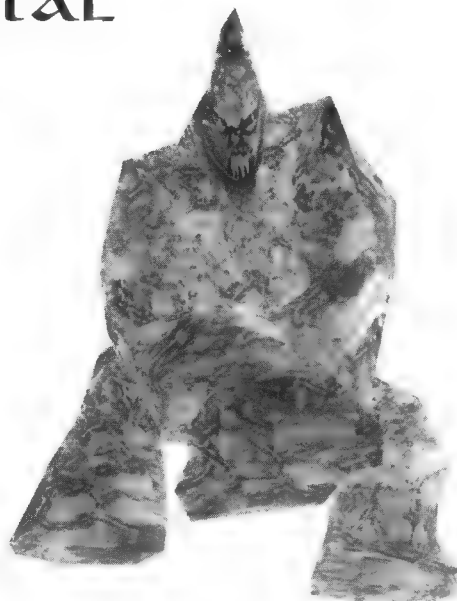


Ogre

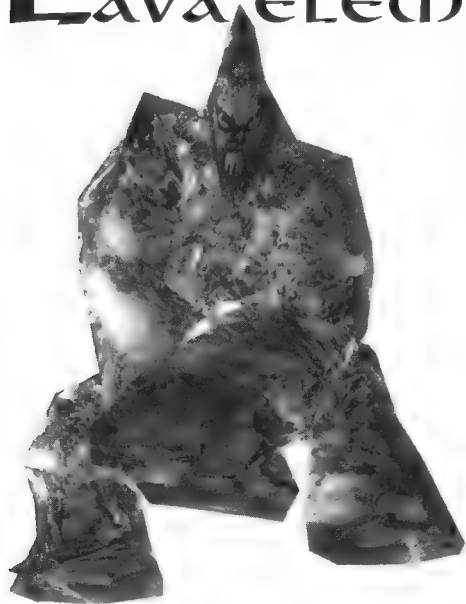
Health	100
Experience	75
Resistance	100% Light, Dark
Primary Weapon	Axe
Speed	Average

Ice elemental

Health	175
Experience	200
Resistance	75% Slash 100% Water, Light, Dark
Vulnerability	+ 50% Fire
Damage	10 Bash 20 Water
Primary Weapon	None (Fists)
Speed	Average



Lava elemental



Health	200
Experience	250
Resistance	50% Slash 25% Bash, Earth 100% Fire, Light, Dark
Vulnerability	+ 25% Water
Damage	30 Fire 10 Bash
Primary Weapon	None (Fists)
Spells	128 Twin Fireball
Speed	Average

Rock elemental



Health	150
Experience	125
Resistance	100% Earth, Light, Dark
Vulnerability	+ 25% Air
Primary Weapon	0
Spells	1 Stoneskin
Damage	10 Earth 10 Bash
Speed	Average



PRINCE DAIN STONEHEART

Health	100
Primary Weapon	None
Speed	Average
Experience	Do Not Attack

Lady Celestia,

Tonight marks my third week here in Corantha, and I am starting to get some feeling, I believe, for the situation among the Dwarves. I have met several times with Dain, the current regent. We get on very well together, and the regent himself has told me that he desires to continue and strengthen the Dwarven/Crusader alliance. That's the good news. Furthermore, Dain is an intelligent and resolute Dwarf, greatly loved by his people, or at least the influential clan Dwarves of the cities.

And there's the bad news. There's growing unrest among the Iron pick caste of the lower mines. As far as I can tell, it's only a small movement of radicals at the moment, but the tide of dissent seems to be growing. To some extent this feeling among the Iron pick is justified, as they have been

— disenfranchised for generations, despite being the very cornerstone of Dwarven prosperity with their work in the mines. However, there is also about the situation a distinct odour of outside agitation. To some extent this seems to be the work of Dain's brother, Tor, who covets the Regency. For the moment, Dain continues to allow Tor to retain his seat on the High Council, preferring to "keep his friends close and his enemies closer," as all good rulers must do. At this time I do not know if the Legion is also actively encouraging the Iron pick Rebels ... the possibility cannot be ruled out.

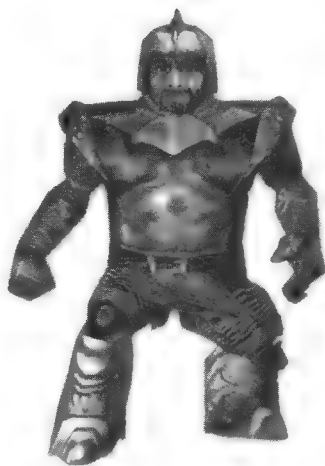
My overall assessment of the situation at the moment is that it is both stable and fragile. I believe Dain can keep the forces of rebellion in hand, but there is no other in the kingdom who could do so. Certainly not Tor, who shows a certain facility at plotting, but no real leadership, and who would be no friend to the Crusaders. The greatest danger right now is that Dain would somehow be removed from the picture, through mishap, abduction or assassination.

If that were to happen the situation would certainly destabilize rapidly. I have advised Dain to strengthen his personal security, and even offered him the services of Crusader guards (pending your approval). He has taken the first suggestion under advisement, but utterly rejected the second. Under the Dwarven "Rule of Strength," it is appropriate that the regent be well guarded, but only by loyal Dwarves. We humans remain outsiders. I shall continue to keep you apprised as my understanding evolves.

With profound respect,

Drammar, Knight and Counselor

Dwarf Legionnaire, Councilor



Health	30-100
Primary Weapon	Axe/Pick Axe
Experience	Do Not Attack
Speed	Average



Dwarf Civilian



Health	10-100 (20 if Miner Dwarf)
Primary Weapon	None (Pick Axe if Miner)
Experience	Do Not Attack
Speed	Average

Dwarf Iron Pick



Health	40
Experience	60
Resistance	10% Slash
	20% Bash
	50% Earth
	100% Light, Dark
Primary Weapon	Pick Axe
Damage	3 Earth
Speed	Average

Dwarf Iron Pick



Health	60
Experience	100
Resistance	25% Slash
	50% Bash, Earth
	100% Light, Dark
Primary Weapon	War Hammer
Spells	1 Stoneskin
Damage	6 Earth
Speed	Average



TAMRIS

Health	100
Primary Weapon	Axe
Speed	Average
Experience	Do Not Attack

Commander,

Here, as you ordered, is my report on Tamris and the Dashers.

As you know, as an infant I was left a foundling in the Duskwood, when my parents were slain by a Legion ambush. I was adopted by the Dashers and raised in the house of Tamris.

Since I returned to my own people, I have met many folk who think the Dashers are primitives. That's a mistake. Dashers live their lives according to a principle that we usually translate as "efficiency," because it involves making use only of what's necessary, and then using it to its fullest. But the word also means something like,

"simplicity," and something like "purity." The point is that the Dashers don't live off the land because they're not smart enough to farm or build as humans do, but because they're smart enough not to need to farm or build.

Take books, for example. I've heard many folk call the Dashers illiterate. It's true that they don't write things down, but you also have to know that even a half-grown Dasher child knows the "17 Great Stories," by heart and word for word. Each of the stories takes at least two or three hours to sing. By the time he's ready to be acknowledged an adult, he must know upwards of a hundred, and the elders (Dashers usually live at least two hundred years, barring mishap) can know thousands. An elder Dasher has all the information of a great library right there in his head, so it's no wonder he has no time for books.

As for Tamris, he was my foster father, but he was more like a big brother. When I was a boy, he was about 50, I think, which is very young for a Dasher war-leader. That would make him less than 70 today, which is an unheard-of age for a High Chief.

Tamris likes humans, which is unusual in a Dasher. I think he was really thrilled to have a human child (me, that is) to live in his house and watch him grow up. He was always most kind and attentive to my needs, and I loved to spend time with him.

Dashers hold humans pretty much in contempt. They call us "complicated," and "disorganized" (which are pretty big put-downs to a Dasher). Tamris, while as proud of the Dasher way as anybody (he has more lore already than many Dashers three times his age), sees our way as not so much inferior as different. He thinks he can learn from us, which is very forward-thinking for a Dasher.

By your leave, Commander. I was told to include my opinions, and I'll speak plainly. I believe that the Dashers could be very valuable allies of the Order. They hate undead and would welcome a chance to mobilize against Necros. It is very important, however, that the Crusaders treat the Dashers as equals. If we try to approach them as their betters (which humans have always been wont to do, there are many stories about it) they'll refuse to even talk to us.

Respectfully,

Dikken, Knight and Scout



Dasher (BRUTE)

Health 30
 Experience 50
 Resistance 20% Slash
 20% Bash
 100% Light, Dark
 Primary Weapon Dasher Weapon
 Speed Average

Dasher (SCOUT)



Health 20
 Experience 40
 Resistance 20% Slash
 20% Bash
 100% Light, Dark
 Bash Vulnerability + 20%
 Primary Weapon Dasher Hand Bow
 Slash Damage 2
 Speed Average

THE LEGION OF THE FALLEN

To all unit commanders

From Crusader High Command

Due to the growing tide of rumor in the ranks about the nature of our enemy, we are issuing this document, which records some of the known facts about the Legion. It is possible that the facts as we know them may be more damaging to morale than wild rumor, so disseminate this knowledge with caution.

The troops of the Legion of the Fallen are reanimated corpses of fallen humans. Any corpse can be converted into an animate skeleton, but the Legion prefers to "recruit" from those who had martial skills in life, as this produces a more formidable warrior.

There are two known methods for creating a skeleton warrior. The first is a rather complicated necromantic ritual, which has been known to wizards for centuries, and which can only work on one corpse at a time.

The second is unique to the Legion. It appears that undead spell casters in the presence of a large concentration of other undead (i.e., a Legion army), can call upon the collective unnatural "vitality" of the assembled hosts and inflict their condition on any reasonably intact corpse within a radius of several miles. (The exact radius is determined by the number of casters and the available pool of undead.)

This is how the Legion is able to accomplish their most terrifying feat, the animation of recently slain enemies.

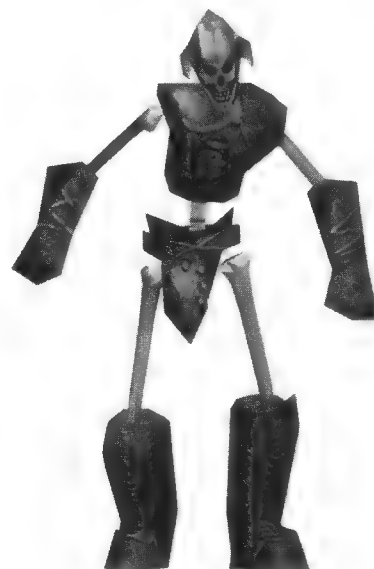
When a skeleton is newly raised, it is able to do little except mechanically follow orders. As time goes by, it begins to regain memories of life. At this point some Legionnaire turn renegade, as former loyalties reassert themselves. Such rogue Legionnaires are put down as soon as they're detected. Most, however, remain loyal to the Legion.

This is because the undead warrior harbors an intense desire to return to full life. It remembers the pleasures of vitality, but cannot experience them, which is a source of torment. Yet it cannot bear the thought of laying down it's last shards of living sensation. The Legion are taught that, once their conquest is complete, Necros will have the resources necessary to return them all to full life once more.

This promise is sufficient to keep most warriors of the Legion in servitude. How much of this loyalty is a magical glamour cast on the minds of the Legionnaires, and how much is simple persuasion is a matter of some conjecture.

Skeleton Warrior

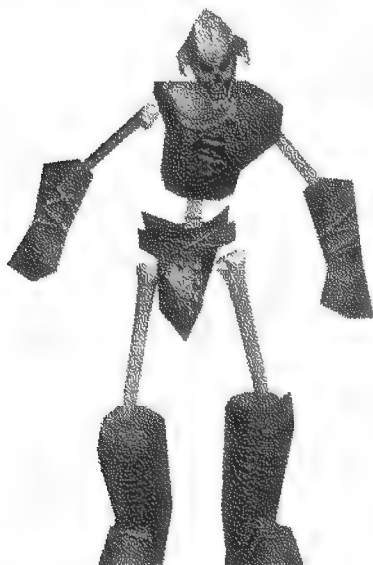
Health	25
Experience	40
Resistance	10% Slash 25% Dark
Vulnerability	+ 10% Bash + 50% Light
Primary Weapon	Long Sword
Dark Damage	2
Speed	Average



Spectral Avenger

Health	150
Experience	200
Resistance	80% Slash, Bash 50% Air, Earth, Water 80% Light, Dark
Vulnerability	400% Fire
Primary Weapon	Longsword of the Crusader
Potions	Greater Healing, Mana
Damage	4 Light, Dark
Speed	Much faster than average

Skeleton Ghost



Health	40
Experience	75
Resistance	25% Bash
	25% Air
	50% Dark
Vulnerability	+ 25% Earth, Light
Primary Weapon	Broad Sword
Spells	2
	Lightning
Damage	5 Dark
Speed	Average

Shadow



Health	60
Experience	200
Resistance	5% Slash
Resistance	75% Bash
	50% Elemental (Fire, Air, Earth, Water)
	75% Dark
Vulnerability	+ 50% Light
Primary Weapon	Halberd
Spells	4
	Soul Drinker
Damage	15 Dark
Speed	Average

Dark Mage



Health	45
Experience	60
Resistance	25% Elemental (Fire, Air, Earth, Water) 50% Dark
Vulnerability	+ 25% Light
Primary Weapon	Heavy Mace
Spells	37 Stoneskin, Soul Drinker Fireball 1
Dark Damage	5
Speed	Average

Archmage



Health	350
Experience	250
Resistance	50% Slash, Bash
Resistance	50% Elemental (Fire, Earth, Air, Water) 25% Light 90% Dark
Primary Weapon	Rod of the Archmage
Spells	8 Unholy Wrath
Damage	10 Dark
Speed	Faster than Average
Armor	Heavy Plate Mail
Shield	Reflective Shield



Deceiver

Health 30
 Experience 250
 Resistance 25% Slash, Bash
 25% Elemental (Fire, Air, Earth, Water)
 100% Dark
 Vulnerability + 25% Light
 Primary Weapon Mace
 Spells 6
 Lightning, Soul Drinker
 Damage 10 Dark
 Speed Average

Dark Master

Health 80
 Experience 125
 Resistance 50% Air, Earth, Water
 75% Dark
 Vulnerability + 35% Light
 Primary Weapon War Hammer
 Spells 88
 Unholy Wrath, Flying Sword
 Fireball 2 (Homing Fireball)
 Damage 10 Dark
 Speed Average





Necros

After

Health  1000

Primary Weapon  None

Spells  846

Lightning, Soul Drinker

Unholy Wrath

Fireball 2 (Homing Fireball)

Anti-Magic Globe

Resistance  20% Slash, Bash

70% Light, 100% Dark

80% Fire, Earth, Water

75% Air

Damage 40 Dark

Speed Faster than average



Dear Celestia,

I have finally completed the inquiry you requested into the nature and origins of Necros. I think you will find some of your suspicions confirmed, while some information is more surprising. Of course, much remains mysterious.

First of all, I have become quite convinced that Necros, despite popular belief, is not an undead creature of any description. He seems to be a living man, although of an unnatural age (at least 200 years, based on evidence I detail below).

He also seems to be invulnerable to most forms of harm. There have been several reported assassination attempts against Necros, both from our side and within the Legion himself. On at least three occasions in the last 50 years, it is reliably recorded that Necros sustained blows that should have proven fatal, only to walk away from the encounters apparently without harm.

On one occasion it is reported that he was actually decapitated by one of the commander zombies of his Legion. The report says his headless body reached down, picked up his head and replaced it on his neck, after which he sat very still for several minutes (the attacking retainer having been instantly chopped to bits by more loyal guards). After some time had passed, he abruptly gave his head a vigorous shake and walked out of the room, apparently without harm.

Admittedly this account may be held in some reasonable suspicion, since it comes from a captured officer of the Legion, and may be simply an attempt to demoralize our troops. Much more reliable, however, is the report that some seven years ago, at the second battle of Sho Scarp, a Legion war galleon crashed from a height of at about 3000 feet, with such force that even the undead crew was instantly annihilated. Necros, however, was observed to walk out of the burning wreckage several minutes after the crash, and wait without visible concern on the battlefield for several minutes, until he was picked up by another Legion flyer.

Nonetheless, he seems to live. It has been reliably reported that he eats, breathes, sleeps and even exercises libidinous impulses of a more-or-less normal nature.

I believe I have traced his origins back at least 150 years. I have uncovered reports from that time of a skilled wizard and necromancer who apparently succeeded in some radical experiments. (His true name is not known, for like many senior practitioners of the necromantic arts, he guarded his true name jealously, lest an enemy wizard use it against him.) These records indicate that this wizard, in seeking to make himself immune to aging, tapped into a far more potent source of power than he had anticipated, and actually made himself unable to die, even by violence or through his own will.

One troubling aspect of these reports which should probably be brought to your attention. There is somewhat ambiguous evidence that in conducting these experiments Necros had a collaborator or patron ... or perhaps I should say patroness, for there is some evidence that it was a female. The fate of this entity is unknown, and raises the possibility that there may be another person with supernatural vitality like Necros' own at large, with unknown motivations or principles. The reports suggest that this person was both powerful and unscrupulous. These are only the broadest and most important of my conclusions. I am presently compiling a much more detailed report, which I shall communicate at the earliest possible opportunity.

With profound respect,

Arcas, Scholar.

Addendum: (Shortly after completing this dispatch, Arcas the historian was killed in his home in a fire of mysterious origin. No trace of the records he refers to have been found. – Crusader Archivist.



Item Inventory

Weapons

Armor & Shields

Magical Weapons

Magical Armor & Shields

Other Items

Interesting Item Locations

Equipment

ITEM INVENTORY

As you've surely discovered by now, you can only carry so many items around with you in the game. Your *Inventory* screen shows everything you're currently carrying on the left-hand side, neatly organized inside 24 inventory slots. Every weapon occupies 3 slots, every shield takes up 4 slots, armor takes 6 slots and all other items consume a single slot. Some items (potions, mana crystals and arrows) can be stacked within a single slot.

The premise of inventory slots is simple — when they're full, you can't pick up anything else without first freeing up slots.

Inventory Slots



Weapons, Armor and Item Statistics

The remainder of this chapter lists information about weapons, armor, items and magical versions of each. Since your inventory is limited, you'll occasionally need to clean house and free up valuable space for your most effective and valuable possessions. These tables help you assess what's most useful to keep and what's worth picking up a long the way.

The information given varies slightly, according to equipment type. Not all definitions given below apply to all items.

Type. The game name of the weapon, armor or other item.

Price. How much it's worth, in gold pieces, whether you're buying or selling it.

Speed (weapons only). The weapon's speed relative to the other weapons in the game (fastest, faster, average, slower, slowest).

Damage. How many damage points are applied with each successful use of this weapon or item. The damage taken varies according to the attack type — some characters and creatures have specific resistances or weaknesses to a particular attack.

Slash Damage. Edged weapon damage caused by a sharp weapon.

Bash Damage. Weapon damage caused by a blunt, club-like weapon.

Other Damage/Effects. Elemental damage (Earth, Air, Water, Fire) or good and evil (Light and Dark) damage.

Some items have damaging secondary effects (e.g., the Soul Sucker drains your health points). These are listed where appropriate.

All damage is listed in points (equivalent to the number of health points drained from your opponent after each successful strike). For damage types other than slash or bash, the type of damage is listed as well. For instance, 6 Air means that 6 points of damage are applied if the target is vulnerable to Air damage.

Protection. How much damage can be repelled by this piece of equipment.

Slash Protection. Protection against sharp weapon damage.

Bash Protection. Protection against blunt weapon damage.

Other Damage/Effects. Protection against elemental damage (Earth, Air, Water, Fire) or good and evil (Light and Dark) damage. Light protection defends against Light attacks, and Dark protection defends against Dark attacks.

A few items provide special protections, which are listed as appropriate.

Protection is given as a percentage of damage blocked (how much damage can be warded off). Again, for protection effects other than slash or bash, the protection type appears as well. For example, 10% Dark means 10% of any Dark damage is deflected.

Effect. Other special benefits that this equipment or item provides. For example, the Amber Ring of Quickness provides a Speed bonus of +5.

Weapon Chart

Type	Price	Speed	Slash Damage	Bash Damage
Axe	100	Faster	5	5
Battle Axe	150	Average	8	5
Club	50	Average	0	8
Club, Iron	50	Average	0	12
Club, Large	50	Slower	0	20
Club, Large Iron	50	Slower	0	25
Dasher, Hand Bow	200	Average	18	0
Dasher Weapon	220	Faster	6	6
Halberd	50	Slower	20	0
Mace	100	Faster	0	10
Mace, Heavy	150	Average	0	14
Morning Star	200	Average	5	10
Pick Axe	50	Faster	9	0
Sword, Broad	150	Average	10	5
Sword, Long	120	Average	10	0
War Hammer	200	Average	0	16

Armor Chart

Type	Price	Slash Protection	Bash Protection
Banded	250	20%	20%
Leather	-NA-	0%	0%
Plate Mail, Heavy	600	40%	40%
Plate Mail, Light	400	30%	30%
Scale	150	10%	10%

Magic Weapon Chart

Type	Price	Speed	Slash Dmg	Bash Dmg	Other Dmg
Axe of the Western Storms	450	Average	8	8	8 Air
Blade of the Burning Heart	750	Average	10	3	10 Fire
Blade of the Morning Prayer	1150	Average	12	3	10 Light
Blade of the Silent Chill	750	Average	10	3	10 Water
Blade of the Waking Storm	750	Average	10	3	12 Air
Boomer Axe	1600	Average	20	0	—
Calder's Pick	600	Fastest	16	4	6 Earth
Chl'tk	1200	Fastest	11	11	—
Divine Justice	1800	Faster	0	6	18 Light Blocks 20% Dark
Drujer's Wrathful Hammer	1100	Slower	0	30	—
Fist of Necros	10	Slower	0	10	15 Dark Blocks 50% Light
Flamestinger	900	Slower	20	0	10 Fire
Hellstar	500	Average	5	10	10 Fire
Holy Avenger	3500	Average	15	5	30 Light
Ice King's Club	10	Slowest	0	15	15 Water
Longsword of the Crusader	700	Faster	20	0	Blocks 20% Dark
Longsword of Quality	300	Faster	14	0	—
Mace of the Righteous	900	Average	0	10	10 Light
Mace of Unbridled Faith	1200	Average	0	10	14 Light
Obsidian Hammer	100	Average	0	15	10 Earth

Magic Weapon Chart (continued)

Type	Price	Speed	Slash Dmg	Bash Dmg	Other Dmg
Rod of the Archmage	10	Slower	5	5	30 Dark Blocks 100% Light
Shadow Blade	10	Slower	10	5	15 Dark Blocks 50% Light
Soul Sucker	1000	Average	10	0	10 Dark Drains 1 Health from attacker per hit
Winter's Axe	350	Average	8	6	6 Water

Magic Shield Chart

Type	Price	Slash Prot	Bash Prot	Other Prot
Ice Shield	500	—	—	Blocks 40% Water
Reflective Shield	800	—	—	Reflects Lightning
Shield of Envious Health	650	—	—	+ 5 Endurance + 3 Health Points/Level
Shield of Mighty Deeds	650	—	—	+ 5 Might
Shield of Quality	500	10%	10%	—
Shield of Sanctuary	1400	20%	20%	Blocks 20% Dark
Shield of Swiftness In Action	650	—	—	+ 5 Speed + 10% Movement
Shield of the Crusader	900	20%	20%	—
Vampiric Shield	1000	—	—	Drains 6 Health Points per strike Deflects Fireball, Lightning

Magic Armor Chart

Type	Price	Slash Prot	Bash Prot	Other Prot
Banded Mail of Grace	1100	20%	20%	+ 5 Speed + 10% Movement
Banded Mail of Reason	1100	20%	20%	+ 5 Intelligence + 1 or 2 Spell Pts./Level
Dragon Scale Armor	1600	50%	50%	+ 20% vulnerable to Dark, Light
Enoch's Plate of Might	2400	40%	40%	+ 5 Might
Plate of Elemental Protection	1600	30%	30%	Blocks 30% Air, Water, Fire, Earth
Plate of Sanctuary	2200	30%	30%	Blocks 30% Dark

*Heavy Plate Mail

Magic Ring Chart

Type	Price	Effect
Amber Ring of Quickness	600	+ 5 Speed + 10% Movement
Crystal Ring of Force	600	+ 5 Might
Danacen's Ring of Constitution	900	+ 10 Endurance + 6 Health Pts./Level
Dragontamer's Ring	400	Blocks 25% Fire
Embiggener	900	+ 10 Might
Flamedancer's Ring	400	Blocks 45% Fire
Forsythe's Ring of Swiftmess	900	+ 10 Speed + 20% Movement
Jade Ring of Thought	200	+ 5 Intelligence + 1 or 2 Spell Pts./Level
Kenren's Ring of Concentration	500	+ 10 Intelligence + 3 Spell Pts./Level
Theodore's Ring of Vigor	600	+ 5 Endurance + 3 Health Pts./Level

Weapons

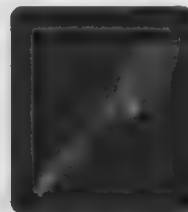
Axe

Price 100
 Damage 5 Slash
 5 Bash
 Speed Faster



Club, Large

Price 50
 Damage 20 Bash
 Speed Slower



Battle Axe

Price 150
 Damage 8 Slash
 5 Bash
 Speed Average



Club, Large Iron

Price 50
 Damage 25 Bash
 Speed Slower



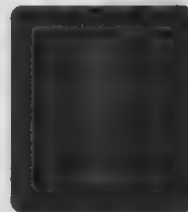
Club

Price 50
 Damage 8 Bash
 Speed Average



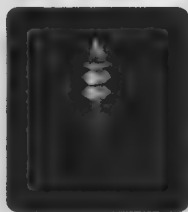
Dasher Weapon

Price 220
 Damage 6 Slash
 6 Bash
 Speed Faster



Club, Iron

Price 50
 Damage 12 Bash
 Speed Average



Dasher Hand Bow

Price 200
 Damage 18 Slash
 Speed Average



Halberd

Price 50
Damage 20 Slash
Speed Slower



Pick Axe

Price 50
Damage 9 Slash
Speed Faster



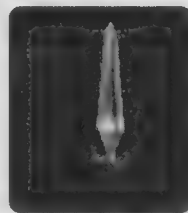
Mace

Price 100
Damage 10 Bash
Speed Faster



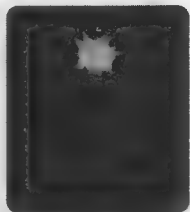
Sword, Broad

Price 150
Damage 10 Slash
5 Bash
Speed Average



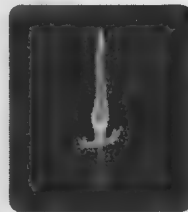
Mace, Heavy

Price 150
Damage 14 Bash
Speed Average



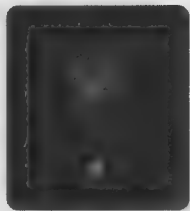
Sword, Long

Price 120
Damage 10 Slash
Speed Average



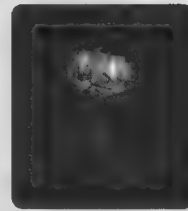
Morning Star

Price 200
Damage 5 Slash
10 Bash
Speed Average



War Hammer

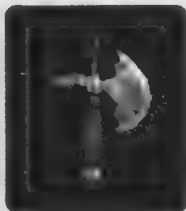
Price 200
Damage 16 Bash
Speed Average



Magic Weapons

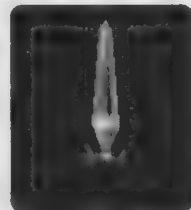
Axe, Western Storms

Price 450
 Effect 8 Slash
 8 Bash
 8 Air
 Speed Average



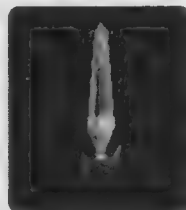
Blade, Waking Storm

Price 750
 Effect 10 Slash
 3 Bash
 12 Air
 Speed Average



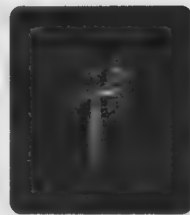
Blade, Burning Heart

Price 750
 Effect 10 Slash
 3 Bash
 10 Fire
 Speed Average



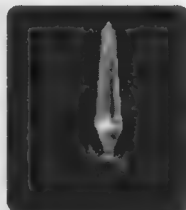
Boomer Axe

Price 1600
 Effect 20 Slash
 Speed Average



Blade, Morning Prayer

Price 1150
 Effect 12 Slash
 3 Bash
 10 Light
 Speed Average



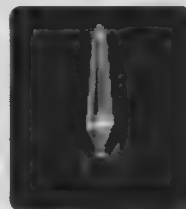
Calder's Pick

Price 600
 Effect 16 Slash
 4 Bash
 6 Earth
 Speed Fastest



Blade, Silent Chill

Price 750
 Effect 10 Slash
 3 Bash
 10 Water
 Speed Average



Ch'l'rk

Price 1200
 Effect 11 Slash
 11 Bash
 Speed Fastest



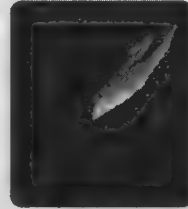
Divine Justice

Price 1800
 Effect 6 Bash
 18 Light
 Blocks
 20% Dark
 Speed Faster



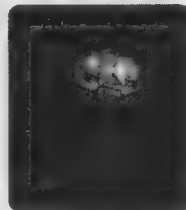
Flamestinger

Price 900
 Effect 20 Slash
 10 Fire
 Speed Slower



Drujer's Wrathful Hammer

Price 1100
 Effect 30 Bash
 Speed Slower



Hellstar

Price 500
 Effect 5 Slash
 10 Bash
 10 Fire
 Speed Average



Fist Of Necros

Price 10
 Effect 10 Bash
 15 Dark
 Blocks
 50% Light
 Speed Slower



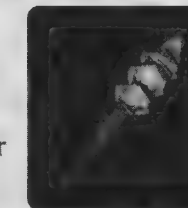
Holy Avenger

Price 3500
 Effect 15 Slash
 5 Bash
 30 Light
 Speed Average



Ice King's Club

Price 10
 Effect 0 Slash
 15 Bash
 15 Water
 Speed Slowest



Longsword Of Quality

Price 300
Effect 14 Slash
Speed Faster



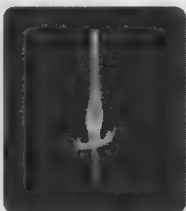
Mace, Unbridled Faith

Price 1200
Effect 10 Bash
14 Light
Speed Average



Longsword, Crusader

Price 700
Effect 20 Slash
Blocks
20% Dark
Speed Faster



Obsidian Hammer

Price 100
Effect 15 Bash
10 Earth
Speed Average



Mace, Righteous

Price 900
Effect 10 Bash
10 Light
Speed Average



Rod of the Archmage

Price 10

Effect 5 Slash

5 Bash

30 Dark

Blocks

100%

Light

Speed Slower



Soul Sucker (Blade of Hunger)

Price 1000

Effect 10 Slash

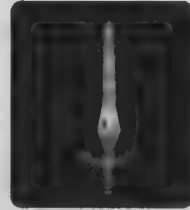
10 Dark

Depletes

1 Health

Pt. from
attacker per hit

Speed Average



Shadow Blade

Price 10

Effect 10 Slash

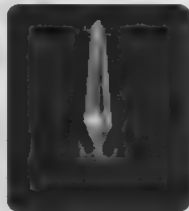
5 Bash

15 Dark

Blocks

50% Light

Speed Slower



Winter's Axe

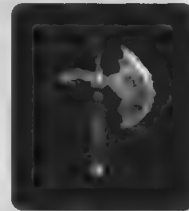
Price 350

Effect 8 Slash

6 Bash

6 Water

Speed Average



Armor & Shields

Banded

<i>Price</i>	250
<i>Protection</i>	20% Slash 20% Bash



Leather

<i>Price</i>	Have at start of game
<i>Protection</i>	0% Slash 0% Bash



Plate Mail, Heavy

<i>Price</i>	600
<i>Protection</i>	40% Slash 40% Bash



Plate Mail, Light

Price	400
Protection	30% Slash 30% Bash



Scale Armor

Price	150
Protection	10% Slash 10% Bash



Shield, Metal

Price	50
Protection	Blocks non-magical attacks (must be positioned correctly)

Shield, Wooden

Price	30
Protection	Blocks non-magical attacks (must be positioned correctly)

Magic Armor & Shields

Banded Mail Of Grace

Price 1100
Effect Blocks 20% Slash
Blocks 20% Bash
+ 5 Speed
+ 10% Movement

Banded Mail Of Reason

Price 1100
Effect Blocks 20% Slash
Blocks 20% Bash
+ 5 Intelligence
+ 1 or 2 Spell Pts./level

Dragon Scale Armor

Price 1600
Effect Blocks 50% Slash
Blocks 50% Bash
+ 20% vulnerable to
Dark/Light

Enoch's Plate Of Might

Price 2400
Effect Blocks 40% Slash
Blocks 40% Bash
+ 5 Might

Plate Of Elemental Protection

Price 1600
Effect Blocks 30% Slash
Blocks 30% Bash
Blocks 30% Elemental
(Air, Water, Fire, Earth)

Plate Of Sanctuary

Price 2200
Effect Blocks 30% Slash
Blocks 30% Bash
Blocks 30% Dark

Ice Shield

Price 500

Effect Blocks 40% Water

Shield Of Sanctuary

Price 1400

Effect Blocks 20% Slash, Bash
Blocks 20% Dark

Reflective Shield

Price 800

Effect Reflects Lightning spell
back at caster

Shield Of Swiftmess In Action

Price 650

Effect +5 Speed
+10% Movement

Shield Of Enviabl Health

Price 650

Effect +5 Endurance
+3 Health Points/level

Shield Of The Crusader

Price 900

Effect Blocks 20% Slash, Bash

Shield Of Mighty Deeds

Price 650

Effect +5 Might

Vampiric Shield

Price 1000

Effect Negates Fireball,
Lightning attacks, but
depletes 6 Health Points
from bearer per hit

Shield Of Quality

Price 500

Effect Blocks 10% Slash, Bash

Other Items

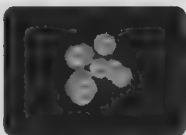
Dasher Necklace

Found Part IV
Effect Translates Dasher language



Gold Pieces

Price Use these to buy everything else



Horn Of Shattering

Found Part IV
Effect Opens Stronghold gates



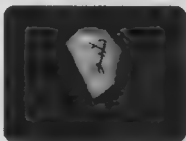
Mica's Key

Found Part II
Effect Opens door to Duskwood



Rune

Found Part VI
Effect Opens Glacier ship



Scepter of Regency

Found Part IV
Effect Persuades Dain to give you the Horn



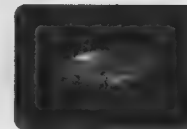
Magic Ring

Price 100



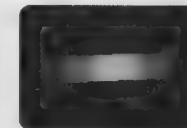
Mana Crystals

Price 20
Effect Restores 5 Mana



Message For Dain

Found Part V
Effect None



Talisman Of True Sight

Found Part V
Effect Makes Deceivers visible



Interesting Items and Where You Can Find Them

Armor

What	Where	When
Banded Armor	Catacombs B Catacombs C Corantha	Part II Part II Part III
Banded Mail of Grace	Catacombs C	Part V
Banded Mail of Reason	Corantha	Part III, Part IV
Dragon Scale Armor	Citadel B	Part IV
Enoch's Plate of Might	Corantha	Part VI
Heavy Plate Mail	Cador Sul B	Part IV
Leather Armor	Cador Sul B	Part II
Light Plate Mail	Citadel B	Part IV
Plate of Elemental Protection	Corantha	Part III, Part IV
Plate of Sanctuary	Glaciers B	Part VI
Scale Armor	Citadel B	Part I

Shields

What	Where	When
Ice Shield	Glaciers B	Part V
Reflective Shield	Glaciers B	Part VI
Shield of Envious Health	Corantha	Part II, Part III
Shield of Mighty Deeds	Duskwood B Cador Sul II (Inn) Catacombs C	Part IV Part V Part V
Shield of Quality	Cador Sul B (Inn) Duskwood A	Part I Part II
Shield of Sanctuary	Corantha	Part III, Part IV
Shield of Swiftess in Action	Catacombs A Cador Sul B	Part II Part IV
Shield of the Crusader	Catacombs C	Part II
Vampiric Shield	Cador Sul A Catacombs A Necros Battleship	Part II Part IV Part VII

Weapons

What	Where	When
<i>Axe of the Western Storms</i>	Corantha	Part II, Part III
<i>Blade of the Burning Heart</i>	Catacombs B	Part II
	Cador Sul B	Part V
<i>Blade of the Morning Prayer</i>	Corantha	Part III, Part IV
<i>Blade of the Silent Chill</i>	Glaciers B	Part VI
<i>Blade of the Waking Storm</i>	Cador Sul B (Inn)	Part V
<i>Boomer Axe</i>	Catacombs C	Part IV
<i>Calder's Pick</i>	Corantha	Part III, Part IV
<i>Chl'Tk</i>	Duskwood C	Part VI
<i>Cursed Axe</i>	Cador Sul A	Part I
<i>Drujer's Wrathful Hammer</i>	Corantha	Part III, Part IV
<i>Divine Justice</i>	Corantha	Part VI
<i>Flamestinger</i>	Duskwood B	Part VI
<i>Hellstar</i>	Corantha	Part III, Part IV
	Catacombs C	Part V
<i>Holy Avenger</i>	Cador Sul B	Part IV
<i>Ice King's Club</i>	Glaciers B	Part V
<i>Longsword of Quality</i>	Citadel B	Part I
	Corantha	Part III, Part IV
<i>Longsword of the Crusader</i>	Citadel B	Part IV
	Cador Sul B (Inn)	Part V
<i>Mace of the Righteous</i>	Eastern Stronghold A	Part IV
<i>Mace of Unbridled Faith</i>	Catacombs C	Part IV
<i>Obsidian Hammer</i>	Corantha	Part II, Part III
<i>Soul Sucker</i>	Catacombs A	Part IV
	Cador Sul B	Part V
<i>Winter's Axe</i>	Corantha	Part III, Part IV

Keys

What	Where	When
<i>Key to Cador Sul Inn Room</i>	Cador Sul B	Part I
<i>Key to Cador Sul Inn Room</i>	Cador Sul B (Inn)	Part I
<i>Mica's Key</i>	Catacombs C	Part II

Rings

What	Where	When
Amber Ring of Quikckness	Catacombs B	Part II
Crystal Ring of Force	Catacombs B	Part IV
Danacen's Ring of Constitution	Cador Sul B (Inn)	Part V
Dragonamer's Ring	Corantha	Part II, Part III
The Embiggener	Cador Sul B (Inn)	Part IV
Flamedancer's Ring	Corantha	Part VI
Forsythe's Ring of Swiftiness	Catacombs D	Part V
Jade Ring of Thought	Catacombs C	Part IV
Kenren's Ring of Concentration	Glaciers B	Part VI
Theodore's Ring of Vigor	Corantha	Part II

Spell Books

What	Where	When
Fireball	Catacombs C	Part II
	Corantha Mines B	Part III
	Eastern Stronghold A	Part IV
Heroism	Duskwood B	Part II, Part IV
	Glaciers B	Part V
Holy Wrath	Glaciers B	Part V
	Eastern Stronghold B	Part VI
Lightning	Cador Sul A	Part II
	Catacombs A	Part IV
	Eastern Stronghold B	Part VI
Revelation	Glaciers C	Part VI
Slow	Cador Sul B (Inn)	Part IV
	Glaciers B	Part V
Snap Freeze	Glaciers A	Part V, Part VI
Soul Drinker	Duskwood A	Part IV
	Western Stronghold	Part IV
	Glaciers B	Part VI
Spectral Ally	Citadel B	Part IV
	Catacombs A	Part V
	Duskwood B	Part VI
Stone Skin	Catacombs B	Part II
	Corantha	Part II
Torch Light	Cador Sul B	Part II
	Corantha Mines A	Part III



Spells
Rings
Potions

2 Magic

3 Maps

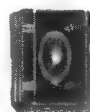
4 Weapons

5 Armor
6 Tools

Magic

Spells

Spell books have been hidden throughout the land. Pick up any that you find, for each book contains instruction in the art of casting spells of a particular type of magic. There are ten types of spells (plus one special additional spell). Each spell can be cast at one of three levels of power or destructiveness, and difficulty.



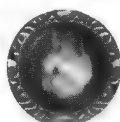
A spell book

When you acquire your first book for a certain type, you will only be able to cast the simplest spell within it, regardless of your current experience level and mana points. However, as you gain additional experience levels, you will have access to the higher levels of that spell — the next two times you gain an experience level, you also gain another spell from that spell book.

Each spell book is listed below, beneath the disk that represents it. Each spell, and its different levels, will be described in greater detail on the following pages.



Torch Light
p. 93



Fireball
p. 94



Heroism
p. 96



Soul Drinker
p. 98



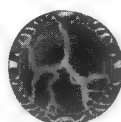
Slow
p. 100



Spectral Ally
p. 102



Stone Skin
p. 104



Lightning
p. 106



Snap Freeze
p. 108



Holy Wrath
p. 110



Revelation

There is also a special Revelation spell that will allow you to see Deceivers. See p. 93.

Casting Spells

You can only cast one spell at a time. The spell icon on the left side of your screen indicates your currently selected spell. The number of dots next to this disk tells you how many levels of this spell you can cast.



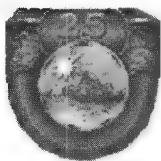
*The spell icon
for Torch Light,
level 1
(Phantom Glow)*

When you have more than one spell, you can cycle through them by pressing [T]. To cast your current spell, press [R].

Max and Current Mana

Your ability to cast spells is limited by your Current and Maximum Mana Points. Each spell has a certain number of mana points associated with it. You must have this number of mana points in order to cast the spell. (Mana points are listed for each spell on pp. 93-111.)

- **Maximum Mana Points** increase by 5 each time you gain an experience level. See **Difficulty Level & Experience Tables**, p. 18.
- **Current Mana Points** are depleted as you cast spells, but regenerate automatically at a gradual rate.



The purple arc on the left side of the screen indicates your Current Mana level — if the purple fills the arc halfway, you have about half of your maximum possible mana points available. The number above the arc represents the Mana Points you have at this point in the game.

Mana crystals and mana potions (also purple) will also replenish your current mana. Like a healing potion, you can use mana crystals to regain mana.



*Mana Potion (purple)
See Potions, p. 113.*



Mana Crystals



Magic

Spell Effects and Attack Resistance

Spells are of two natures — those that affect you, and those that affect other creatures. Both kinds draw on different types of power, and are therefore more effective against certain types of threats and powers.

Attack spells, or spells that affect other creatures, are resisted based on a creature's Resistance to that type of attack. Magic armor can augment this resistance.

Example: Fireball is a Fire attack, and creatures that are more resistant to fire, such as Lava Elemental, will be able to endure more hits by a Fireball spell than an Ice Titan, which is more vulnerable to fire. (In fact, a Lava Elemental is immune to Fire damage.)

Spells that affect you temporarily increase one or two of your statistics. You can use these spells to increase your strength for a melee attack, or protect yourself against attacks made by others.

The attack types and statistics boosts for each spell are discussed on the following pages. Learning which spells are more effective against which types of creatures and armor will better equip you to conquer your foes. Learning how other spells protect you or increase your performance will likewise help you survive to take on another quest.

- For more information on how different types of attacks are modified by different resistances, see **Combat**, p. 23.
- To learn more about different creatures' resistance strengths and weaknesses, attack types and hit points, see **Friends & Foes**, p. 34.
- To learn more about the resistance characteristics of different types of armor, see **Armor & Shields**, p. 80.
- Certain potions can also increase your resistance to different types of spells — See **Potions**, p. 113.

Revelation, Torch Light



Revelation

This spell is unique in that it has only one level of proficiency. Once you have acquired this spell, you will be able to see Deceivers whenever you cast it. They will be visible only briefly, and perhaps only faintly, but at least you will know they are there. They're also more vulnerable to attacks while revealed. See **Deceiver**, p. 61.

Mana Cost: 1

Duration: 10 seconds



Torch Light

The Torch Light spells conjure a magical ball of light, so that you can see farther in dark places. The higher the spell level, the brighter the light and the longer it lasts.

Torch Light 1 (Phantom Glow)

Mana Cost: 1

Duration: 80 seconds

Effect Radius: 15

Torch Light 2 (Torch Light)

Mana Cost: 2

Duration: 120 seconds

Effect Radius: 30

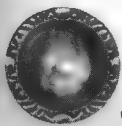
Torch Light 3 (Gleaming Radiance)

Mana Cost: 3

Duration: 180 seconds

Effect Radius: 50

Magic



Fireball

The Fireball spells launch balls of flame that explode upon impact. It is a Fire Attack, and creatures that have weak Fire Resistance stats will be most vulnerable to it. Against enemies with a high degree of Fire Resistance, it may be wiser to use a different spell or weapon. See **Combat: Resistances**, p 21, for details.

Lava Elementals are immune to Fireball attacks. Ice Titans are especially vulnerable to them.

Fireball 1 (Flame Strike)

Mana Cost: 5

Damage per hit: 10

Affects: One enemy

The first level of the Fireball spell (*Flame Strike*) produces a small fireball with a minimal radius of damage. It is difficult to kill anything with a single casting of this spell, but it is useful as a ranged attack, to soften up enemies who possess only hand weapons before they get close enough to strike you. Its mana cost is relatively low, so go for quantity when using this spell.

At this level, the spell is not powerful enough for your fireballs to home in on your target. Keep your enemy squarely in front of you when casting.

Fireball 2 (Fireball)

Mana Cost: 10

Damage per hit: 12

Affects: One enemy

By this level, your powers of concentration have grown such that you are able to cast fireballs that home in on a nearby target. Still not a spell for taking out enemies in a single cast, it is nonetheless a very powerful weapon for your arsenal.



Fireball 3 (Meteor Swarm)

Mana Cost: 15

Duration: 25 seconds

Damage per hit: 12 each (x3)

Affects: Up to three enemies

This spell level is well worth acquiring. Each cast launches three fireballs, each capable of homing in on a different creature. (If only one or two creatures are within range, multiple fireballs can hit a creature.) Needless to say, this is a *very* useful spell against hordes of enemies with hand-to-hand weapons. The fireballs are still not strong enough to take out enemies in a single cast, but the mana cost for this spell is lower than for other third-level attack spells, so you can afford multiple casts.

Magic



Heroism

Heroism temporarily increases your fighting ability (exact effects differ for each level and are listed below). It is thus only useful in conjunction with a hand-to-hand attack. The destructiveness of ranged weapons is not affected by this spell, nor is your skill in using them. Likewise, the effects of magical attacks are not increased by this spell.

This is a good spell for your arsenal if you prefer hand-to-hand combat to ranged magical attack. The effects of the spell are temporary, so wait until you are almost within fighting range before casting it.

Some undead are immune to all non-magic weapons. They will thus be immune to your blows with ordinary weapons, even if you've cast a Heroism spell.

Heroism 1 (Heroism)

Mana Cost: 10

Duration: 25 seconds

Damage Multiplier: +50%

Speed Bonus: +10%

This spell temporarily increases your Might. Thus each blow from your weapon delivers 150% of the damage it would normally. You can also move slightly faster.

Heroism 2 (Champion's Breath)

Mana Cost: 15

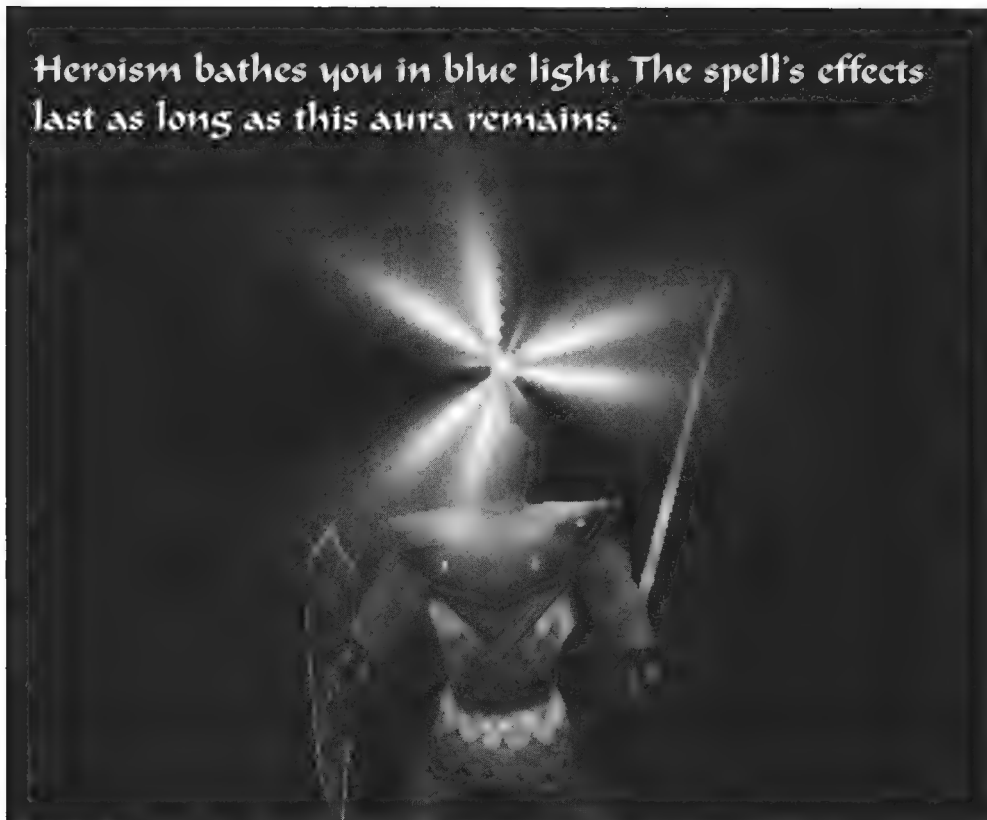
Duration: 35 seconds

Damage Multiplier: Double

Speed Bonus: 20%

Since *Crusaders of Might and Magic* features real-time combat, the speed at which you strike is every bit as important as the damage you deliver with each blow. By casting *Champion's Breath*, you double the amount of damage dealt with each blow, and increase your speed by 20%. Level 2 of this spell is effective against faster creatures, such as the Archmage and Spectral Avenger.

Heroism bathes you in blue light. The spell's effects last as long as this aura remains.



Heroism 3 (Might of Kings)

Mana Cost: 30

Duration: 45 seconds

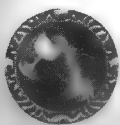
Damage Multiplier: Triple

Speed Bonus: +50%

By casting *Might of Kings*, your Might and Speed will be at their pinnacle for your current level of game experience. (You get stronger and faster as you complete more quests and kill more enemies. See **Experience Levels**, p. 18.)



Magic



Soul Drinker

Soul Drinker drains an enemy's health, and increases yours comparably. This is thus a powerful, but very dangerous spell and should only be used when you know what kind of enemy you are facing. If cast on an Undead creature, this spell will turn against you, injuring you while leaving your enemy unscathed. If you kill your foe with this spell, you will see its ghost rise from the corpse.

As you drain the life from any enemy, you will notice it visibly shrinking, as its life force flows into your body, restoring your Current Health Points. At all levels, this spell only affects a single creature, and no matter how many times you cast it, you can only raise your Current Health Points to 100% — using this spell does *not* increase your Maximum Health Points. (See **Health Points**, p, 15, for details.)

Do *not* cast this spell on Skeleton Warriors, Skeleton Ghosts, Shadows, Dark Mages, Dark Masters or any other Undead!

Soul Drinker 1 (Life Leech)

Mana Cost: 15

Damage: 15

Range: 10

At its lowest level, the range is limited, and it will only do 15 points of damage to an enemy. You will have to cast this spell multiple times in order to kill anything, but those 15-point increases in Current Health Points can add up. It's a good spell to use when you don't have time for a Healing Potion.

Soul Drinker 2 (Essence Drain)

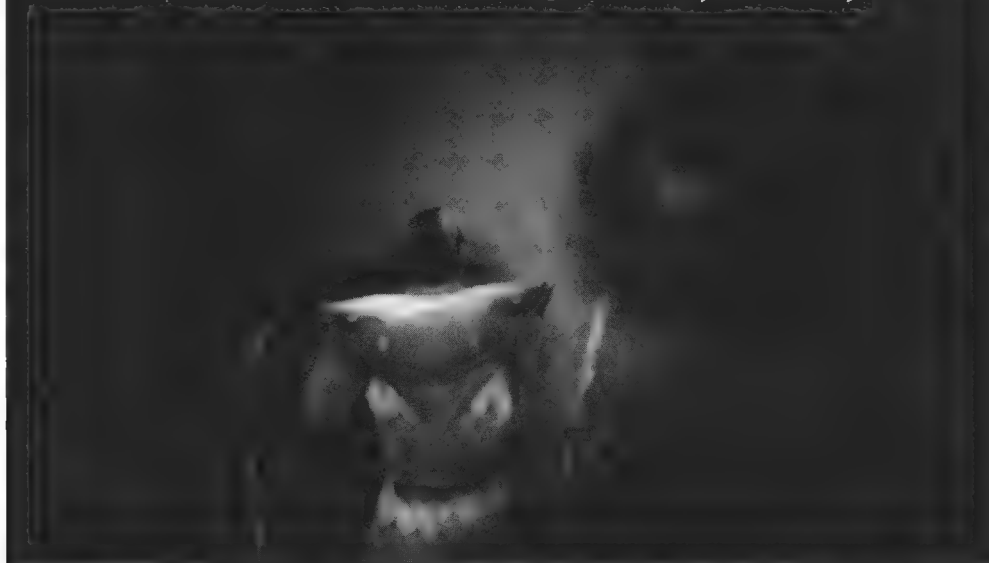
Mana Cost: 35

Damage: 25

Range: 30

At the second level, the spell's range and damage are increased. Be careful with the range increase — it may not be wise to use this if both the Undead and the merely unfriendly are lurking about nearby.

A shadowy, deep blue light emanates from you, seeking another's life force, and drawing it into your body.



Soul Drinker 3 (Soul Drinker)

Mana Cost: 50

Damage: 45

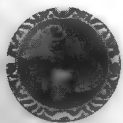
Range: 60

Almost anything you can see is now within range, making this a very powerful, and very dangerous spell indeed. Before you cast, make sure you get close enough to recognize that your target is not Undead.

The damage you cause and the Hit Points you gain are fairly high, but so is the Mana Cost for this spell. It may be best to save it for occasions where you need the Hit Points as much as the damage you inflict.



Magic



Slow

This spell places power over the physical world within your grasp. When you use it, time itself slows down. Only you are immune to its effects, allowing you to move and attack quickly, while your foes plod along as if trapped in some dense morass.

This spell is effective against all creatures, and you can use it in conjunction with any type of attack — hand-to-hand, ranged or magical — or escape. And since you are engaged in real-time combat, getting in as many blows as you can is as important as the damage they do. The effects of this spell are temporary, however, so be ready to attack or run the instant you cast it.

Multiple casts do *not* slow creatures down any further.

Slow 1 (Slow)

Mana Cost: 10

Duration: 30 seconds

Reduces Target's Speed to: 30%

Affects: One enemy

Temporarily slows down a single enemy — long enough (hopefully) for you to finish him off. This is a great spell to use if you come across a single, powerful enemy. You can cast it outside weapon range, and then move in for the kill. When you are beset by more than one, you might be able to use multiple casts to slow a few down, but they could just end up attacking you (albeit slowly) while you are dealing with the rest. If you have a choice, use another spell in your arsenal against a group of enemies.

Slow 2 (Mass Slow)

Mana Cost: 20

Duration: 30 seconds

Reduces Target's Speed to: 30%

Affects: All nearby targets

Useful against a pack of enemies — especially in conjunction with other magic attacks. Cast this to slow them all down and then attack them one after the other with Fireballs.

Yellow-green swirls let you know that this spell is taking effect. Act quickly, for these effects are temporary.



Slow 3 (Temporal Shift)

Mana Cost: 40

Duration: 5 seconds

Reduces Everyone's Speed to: 30%

Affects: Entire world (except you)

Temporarily slows down the entire world. Useful when you need to slow down a large number of enemies in order to reach a certain area, pick up a certain object, and so forth. It can also be handy when you are simply overwhelmed.

Magic



Spectral Ally

This spell conjures up a ghostly, yet highly effective, apparition that attacks and holds enemies at bay. It is useful for putting distance between yourself and an attacker so that you can safely use attack spells or ranged weapons against it. You can also use it to hold one enemy at bay while you focus on the others.

Since your ally uses ordinary weapons, his attacks are not effective against creatures highly resistant to those weapons, like Deceivers.

You can only have one spectral ally at a time, and here's a hint — don't hit him! He's likely to turn on you.

Spectral Ally 1 (Spectral Ally)

Mana Cost: 10

Duration: 20 seconds

Attributes: Skeleton Ghost with basic sword & shield

Although he looks slight, your ally is a spectral projection of yourself — he has roughly the same Might and Speed as you do at the time you cast it. At this level, you will only be able to arm him with a basic sword and shield, and the blows he deals your enemies will inflict the same damage that you would if you were using that weapon. You won't be able to keep him around very long, either, but the mana cost is low enough that you can cast it several times in a row.

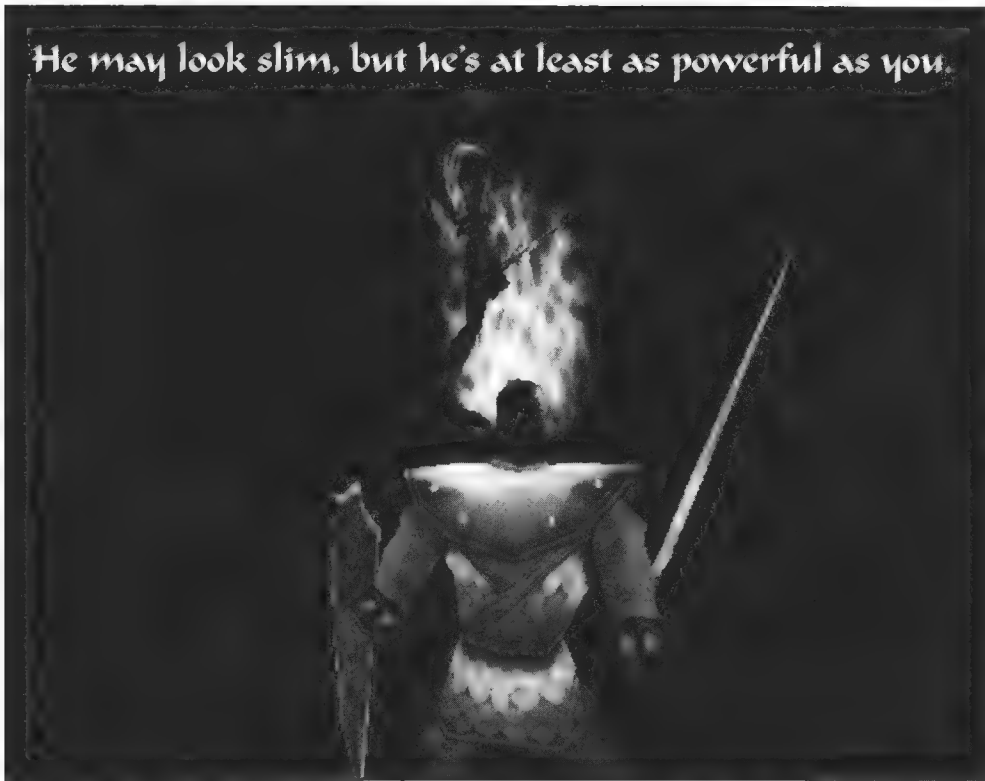
Spectral Ally 2 (Spectral Hero)

Mana Cost: 20

Duration: 30 seconds

Attributes: Skeleton Ghost with basic sword & shield, Heroism 1

At this level your spectral projection is often more powerful than you are. Along with a basic sword and shield, he now has the enhancement of a Heroism 1 spell, which increases his Might to 150% of your current level.



Spectral Ally 3 (Spectral Champion)

Mana Cost: 40

Duration: 40 seconds

Attributes: Skeleton Ghost with your best weapon & shield

You are now able to call up an ally armed with the best shield and weapon you have been able to acquire in your quests. He does not have the benefit of the Heroism spell, however, as he did in level 2, so his Might equals yours.

Magic



Stone Skin

This spell temporarily provides you with additional protection against different types of weapons. The duration of the spell's effect increases at each level, as does the type of protection.

You can only cast one Stone Skin spell at a time — multiple casts do not increase the spell's strength. And as with all spells, it cannot be used while casting another spell, like Heroism or Lightning.

However, as the effects of the spell are magical, your Speed and Might are not hampered by the additional protection. You will be able to fight as you normally would, and this spell is very valuable if hand-to-hand combat is your strength.

Stone Skin 1 (Stone Skin)

Mana Cost: 10

Protection Bonus: 50% damage blocked

Duration: 20 seconds

Protects Against: Slash, Bash attacks

This spell increases your Armor Ratings against Slash and Bash attacks. It provides no additional protection against magical attacks.

Stone Skin 2 (Granite Armor)

Mana Cost: 25

Protection Bonus: 75% damage blocked

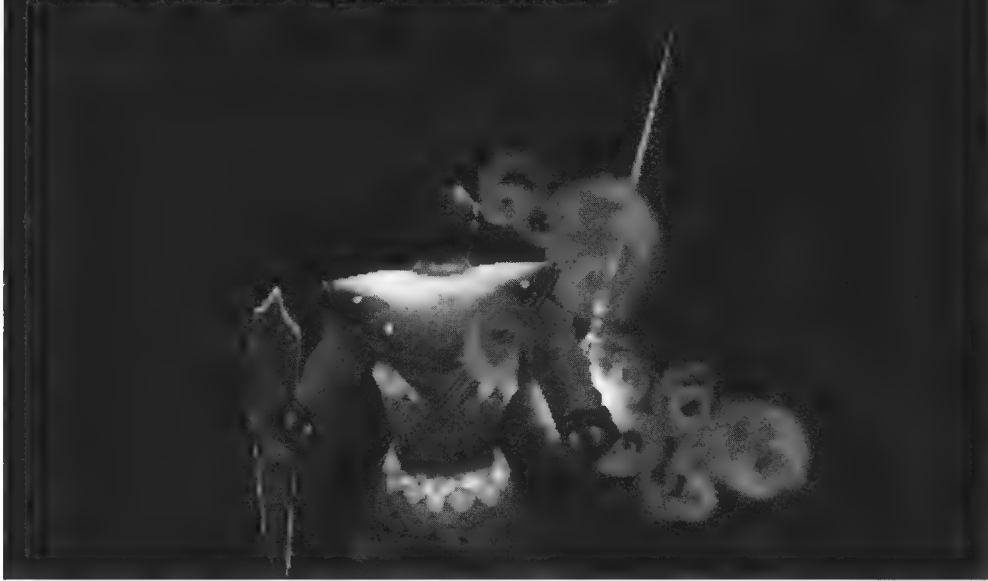
Duration: 30 seconds

Protects Against: Slash, Bash,
Fire, Air attacks

This spell increases your resistance to Slash and Bash attacks, and it also provides the same protection against Fire and Air attacks.

This spell is *very* useful against the lightning spells of Skeleton Ghosts. It also offers increased protection against fireballs cast by Lava Elementals and several of the Undead.

Gray swirls surround you as long as your body is encased in its magic stone armor.



Stone Skin 3 (Marble Visage)

Mana Cost: 40

Duration: 40 seconds

Protection Bonus: 100% damage blocked

Protects Against: All attacks

At its highest level, this spell renders you temporarily invulnerable to all attacks, whether with weapons or magic. Needless to say, this spell is very useful almost any time. However, it is costly in terms of Mana Points, and you may want to acquire some mana potions to help restore your mana after you use it. Since you cannot use it in conjunction with other magic attacks, if you want to attack creatures that are invulnerable to normal weapons (such as Necros, for example), you will need a magic weapon.



Magic



Lightning

Like the Fireball, Lightning is a ranged magical attack spell. Although more destructive than a Fireball spell of the same level, it also requires more Mana Points. Lightning is an Air attack, and therefore most effective against enemies who are more vulnerable to Air damage, such as Black Knights and Rock Elementals. No creature is immune to Lightning spells; however, Shadows, Archmages and Dark Masters are particularly resistant.

Lightning 1 (Sparks)

Mana Cost: 10

Damage: 25

Affects: One enemy

As its name would suggest, Lightning 1 is nowhere near as powerful as its higher level versions. However, these electrical currents are still nothing to sneeze at — a single strike can take out most Skeleton Warriors, for example. Be sure to keep your target in front of you.

Lightning 2 (Lightning Bolt)

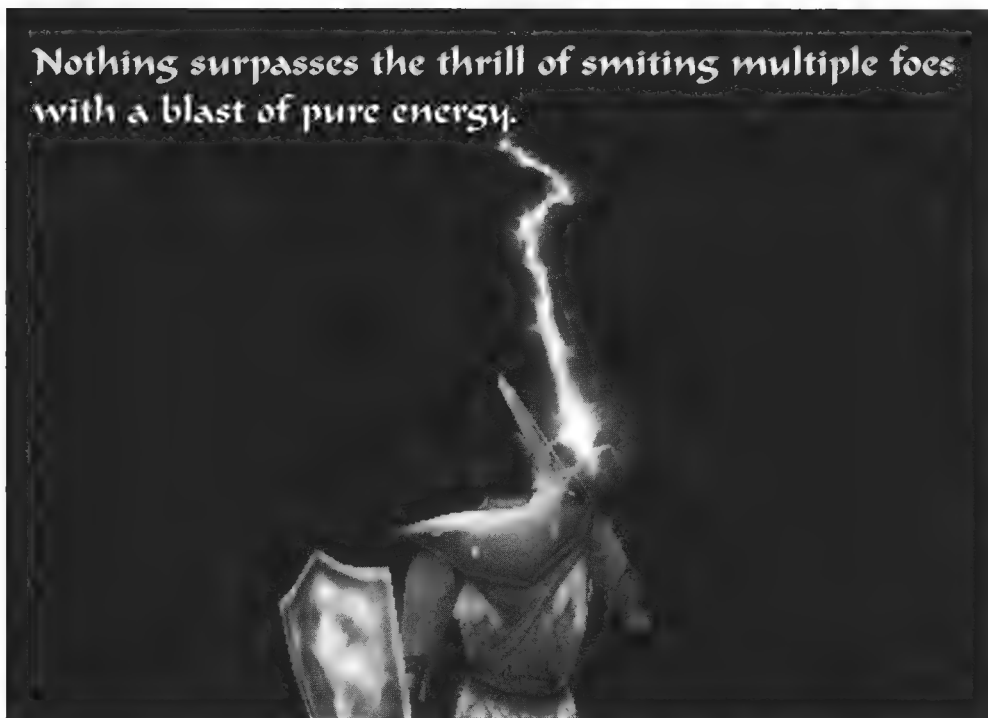
Mana Cost: 30

Damage: 50 (to first), 40 (to second)

Affects: Two enemies

Who said lightning never strikes twice? At the second level, this spell not only has increased damage, but it also strikes a second creature near your target. The second victim receives fewer damage points than the first, but you could still take out a couple of those pesky Dashers with it.

Your victims do have to be fairly close to one another, however, so this is a good spell to use on a crowd. With enough Mana Points, you can take them all out with a few casts, all without taking any damage yourself. (Just make sure nothing sneaks up on you from behind.)



Lightning 3 (Chain Lightning)

Mana Cost: 45

Damage: 75 (first), 60 (second)

Affects: Three enemies

45 (third)

Now you're really cooking! Although it's very expensive in terms of mana points, you can't find a better spell for destruction. *Chain Lightning* spreads its damage to as many as three enemies, each taking less damage than the one before it. You can mow down the Dashers and Ogres with this one, although the last one might be left standing, more than a little dazed.

Magic



Snap Freeze

This spell wreaks a cold vengeance on your foes, by freezing them solid while you attack or escape. Creatures will appear blue while they are frozen, and magical ice particles rain down while the spell is still taking effect. However, you can only cast one Snap Freeze spell at a time, and each cast only freezes one creature, so it isn't that useful against more than a couple of enemies.

Snap Freeze 1 (Frost Bite)

Mana Cost: 10

Duration: 10 seconds

Affects: One enemy

Frost Bite really allows you only a moment to pause for breath. The spell has a short duration, and is broken if you hit the creature that is frozen. It may give you time to move a short distance from your foe, or time to switch weapons or spells.

Snap Freeze 2 (Snap Freeze)

Mana Cost: 20

Duration: 20 seconds

Affects: One enemy

At level 2 the spell lasts longer. Your victim will thaw immediately if you hit it, unless the blow is lethal, in which case it shatters.

Gray clouds quickly change to ice crystals — your victim will remain frozen while the crystals fall.



Snap Freeze 3 (Glacial Prison)

Mana Cost: 30

Duration: 30 seconds

Affects: One enemy

The unfortunate victims of a *Glacial Prison* find themselves frozen solid. Indeed, their very blood and sinews (or bone and gristle, or stone and rubble, depending on the creature) are turned to crystalline ice, which will shatter with a deadly blow.



Magic



Holy Wrath

This spell is selective in its damage, harming only the legions of the undead and their evil allies, but leaving unscathed all that resist darkness. It is therefore a useful weapon against Skeleton Warriors and Skeleton Ghosts, Shadows, Deceivers, and all other Undead. (The Dark version, Unholy Wrath, has similar effects and limitations.) It is totally useless against all others.

You can certainly use it against single creatures, but you won't really get your mana's worth. The effects of the spell are *not* divided by the number of creatures affected, so you do more total damage if you hit more creatures.

Holy Wrath 1 (Holy Conflagration)

Mana Cost: 10

Damage: 40 per enemy

Effect Radius: 20

Brings wrath down from the heavens on all evil creatures within its radius. As the spell emanates outward from you, and its radius at this level isn't particularly big, you'll have to wait until your enemies are upon you before using it. And it isn't powerful enough to kill many creatures with a single cast. Still, it doesn't cost much mana, and it can be really useful if a Skeleton Warrior or two sneaks up behind you while you're attacking their friends.

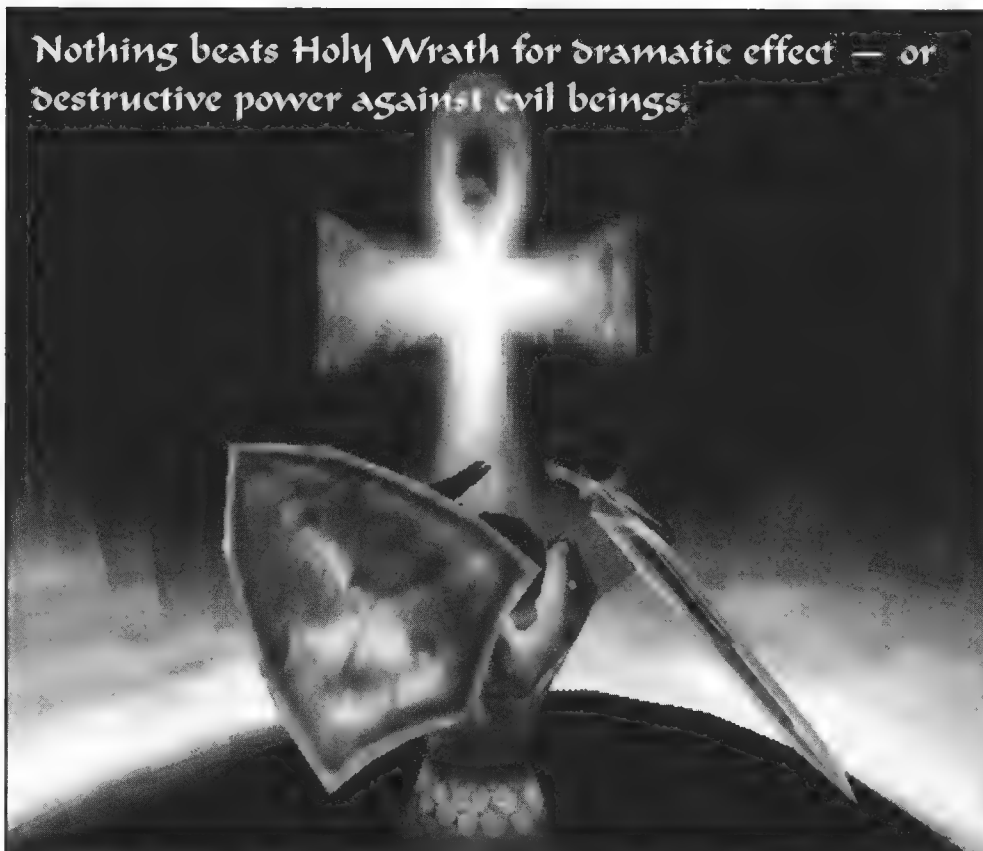
Holy Wrath 2 (Fingers of Righteousness)

Mana Cost: 20

Damage: 60 per enemy

Effect Radius: 30

At this level, Holy Wrath can do a lot of damage for a relatively low mana cost, although it is again only effective against the evil and the undead. Still, a *single* cast can wipe out most of the Dark Mages, Deceivers, Skeleton Warriors, Skeleton Ghosts and Shadows near you. Wade into the thick of things, then give this a shot.



Holy Wrath 3 (Divine Wrath)

Mana Cost: 30

Damage: 100 per enemy

Effect Radius: 40

Again, a very powerful spell for such a little mana expense. One cast will wipe out all of the enemies listed under Holy Wrath 2, plus a Dark Master. Four should take out even an Archmage.

Magic

RINGS

On your quests, you may chance upon certain powerful magic rings. These rings were enchanted long ago by practitioners of the different magic arts, and no one knows how many still exist and in whose possession they have fallen. Each grants the wearer certain magic powers, and unlike potions, these powers are permanent as long as you wear the ring.

AMBER RING OF QUICKNESS

Price 600
Effect + 5 Speed
+ 10% Movement Rate

CRYSTAL RING OF FORCE

Price 600
Effect + 5 Might

DANACEN'S RING OF CONSTITUTION

Price 900
Effect + 10 Endurance
+ 6 Health Points/Level

DRAGONTAMER'S RING

Price 400
Effect Blocks 25% Fire

THE EMBIGGER

Price 900
Effect + 10 Might

FLAMEDANCER'S RING

Price 700
Effect Blocks 45% Fire

FORSYTHE'S RING OF SWIFTNESS

Price 900
Effect + 10 Speed
+ 20% Movement Rate

KENREN'S RING OF CONCENTRATION

Price 500
Effect + 10 Intelligence
+ 3 Spell Points/Level

JADE RING OF THOUGHT

Price 200
Effect + 5 Intelligence
+ 1 or 2 Spell Points/Level

THEODORE'S RING OF VIGOR

Price 600
Effect + 5 Endurance
+ 3 Health Points/Level

POTIONS

Potions are very helpful, and you should pick up any you find hidden or on the bodies of slain enemies. You will recognize most types of potions by their color. There are restorative potions that increase Mana and Hit Points, magic potions that give you new or increased powers and protective potions that make you less vulnerable to magic attacks.

AIR RESISTANCE (lt. blue)

Price 200

Effect Blocks 75% Air

Duration 30 seconds

LESSER HEALING (dk. blue)

Price 45

Effect Restores 5 Health Points

Duration -na-

FIRE RESISTANCE (red)

Price 200

Effect Blocks 75% Fire

Duration 30 seconds

MANA (purple)

Price 200

Effect Restores all your mana

Duration Permanent

GREATER HEALING (dk. green)

Price 300

Effect Restores 50 health points

Duration -na-

SPEED (gray)

Price 200

Effect Increases speed by 25%

Duration 30 seconds

HEALING (green)

Price 100

Effect Restores 10 health points

Duration -na-

WATER RESISTANCE (white)

Price 200

Effect Blocks 75% Water

Duration 30 seconds



Western Stronghold
Cador Sul
Citadel
Catacombs
Duskwood
Eastern Stronghold
Corantha
Corantha Mines
Glaciers
Necros' Battleship

Maps

Western Stronghold

ARDON

Welcome to the world of Ardon. These maps show you the lay of the land. Please refer to **Encounters & Loot**, p. 212 for lists of what you can find in each area.

*To/From
Cador Sul B*

Western Stronghold

Start

From Eastern Stronghold B



Cador Sul B

To/From Cador Sul A

To/From Catacombs A

Cador Sul B

*To/From
Western
Stronghold*

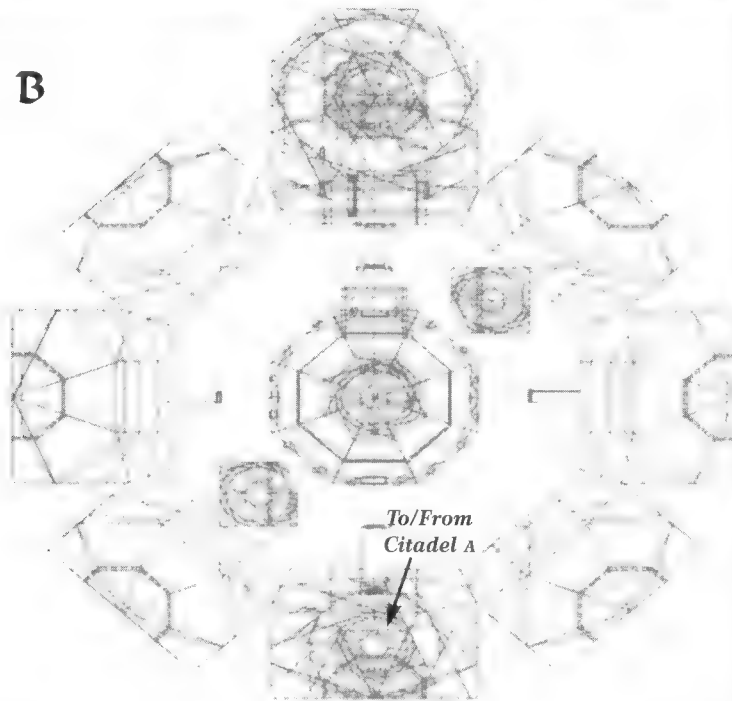
Cador Sul A

Cador Sul A

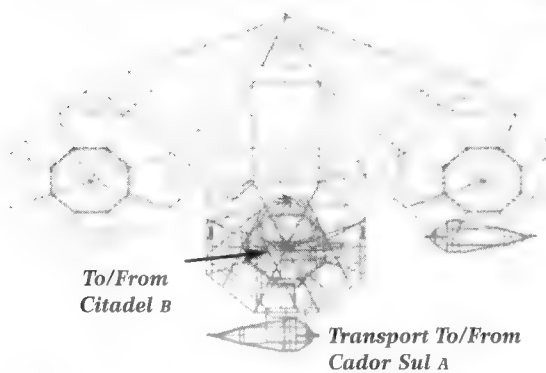


Citadel

Citadel B



Citadel A



Catacombs A

Catacombs A

To/From Catacombs B

To/From Cadon Sul B

Catacombs B

To/From Catacombs C

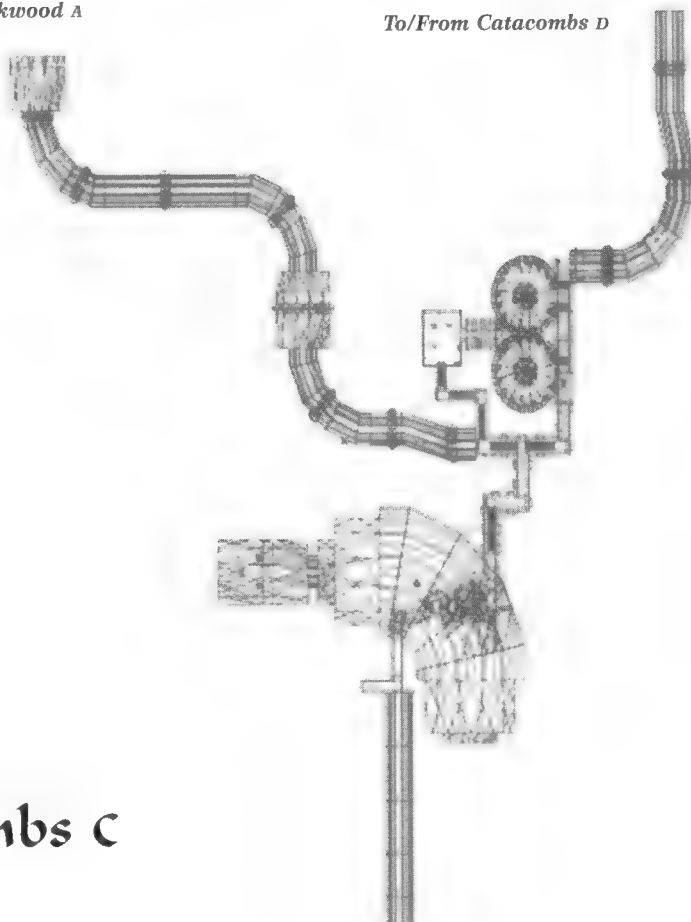
Catacombs B

To/From Catacombs A

Catacombs C

To/From Duskwood A

To/From Catacombs D



Catacombs C

To/From Catacombs B

Catacombs D

To Glaciers A

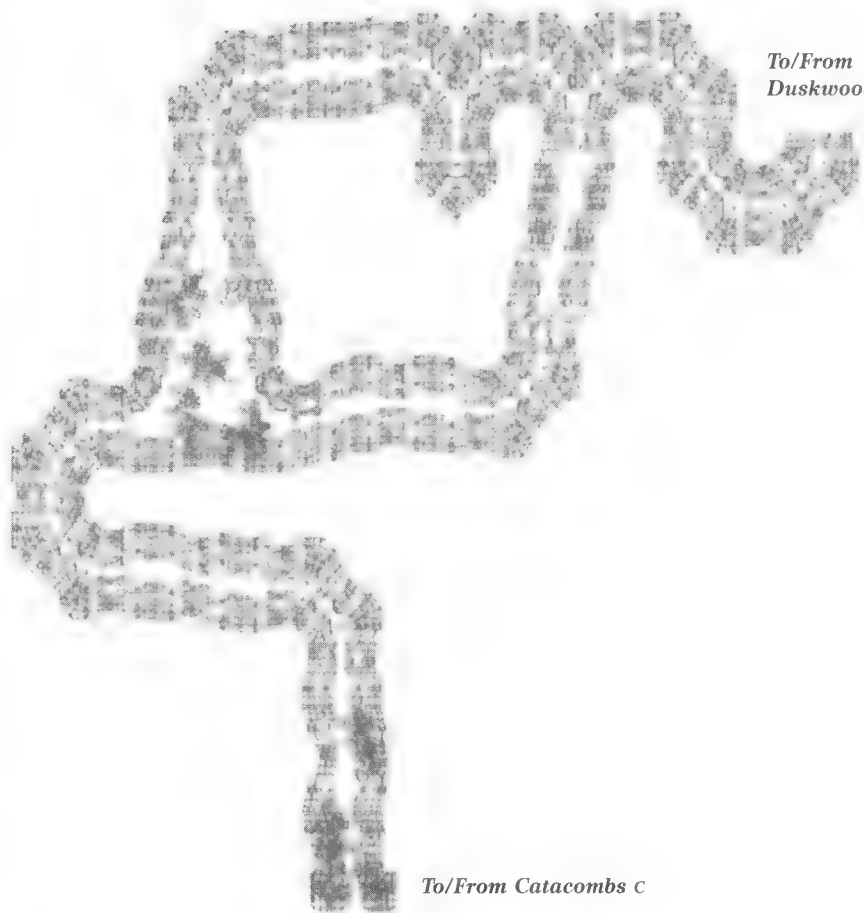


Catacombs D

To/From Catacombs C

Duskwood A

Duskwood A



*To/From
Duskwood B*

To/From Catacombs C

Duskwood B & C

Duskwood B

*To/From
Corantha*

*From
Duskwood C*

*To/From
Duskwood A*

To/From Eastern Stronghold A

DASHER VILLAGE

Duskwood C

*To Duskwood B
(no physical connection)*

*To/From
Glaciers A*

Eastern Stronghold

To/From Duskwood B

Eastern Stronghold A

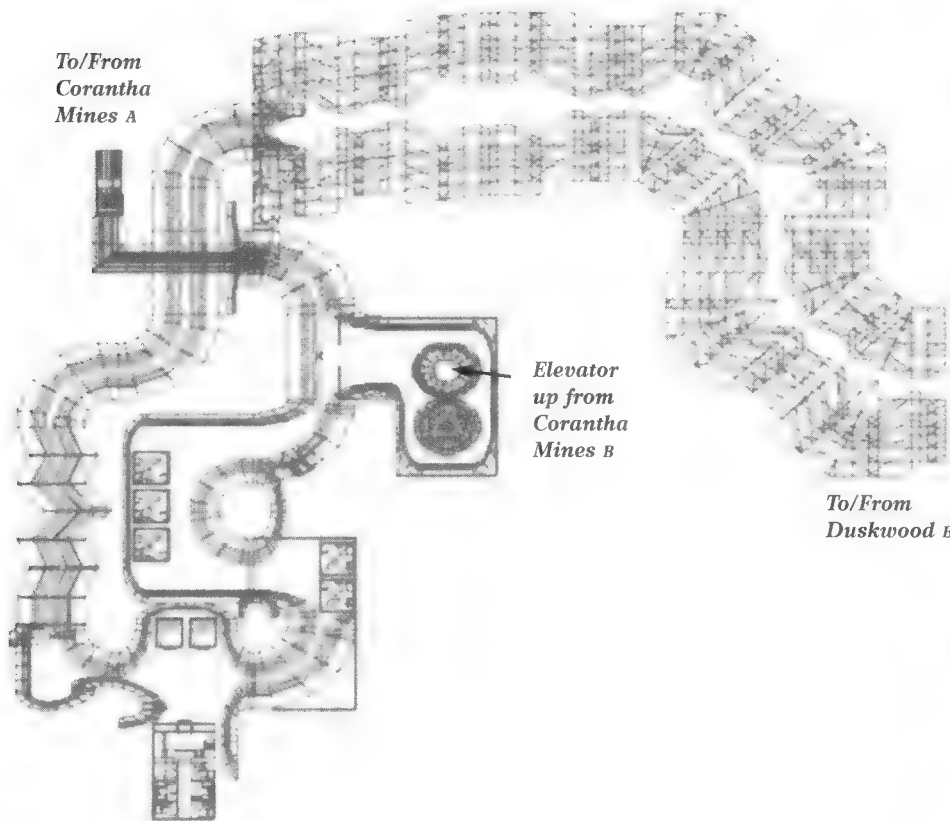
Eastern Stronghold B

To Western Stronghold

Corantha

Corantha

*To/From
Corantha
Mines A*

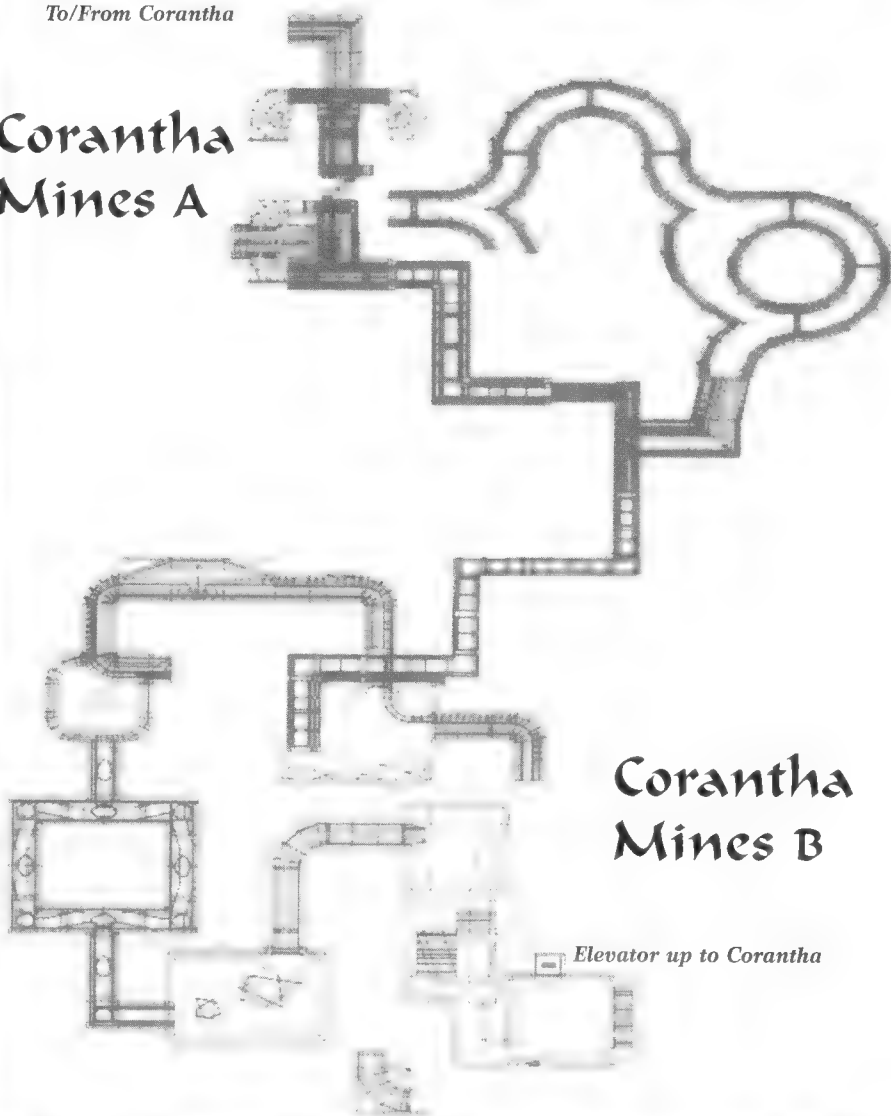


*To/From
Duskwood B*

Corantha Mines

To/From Corantha

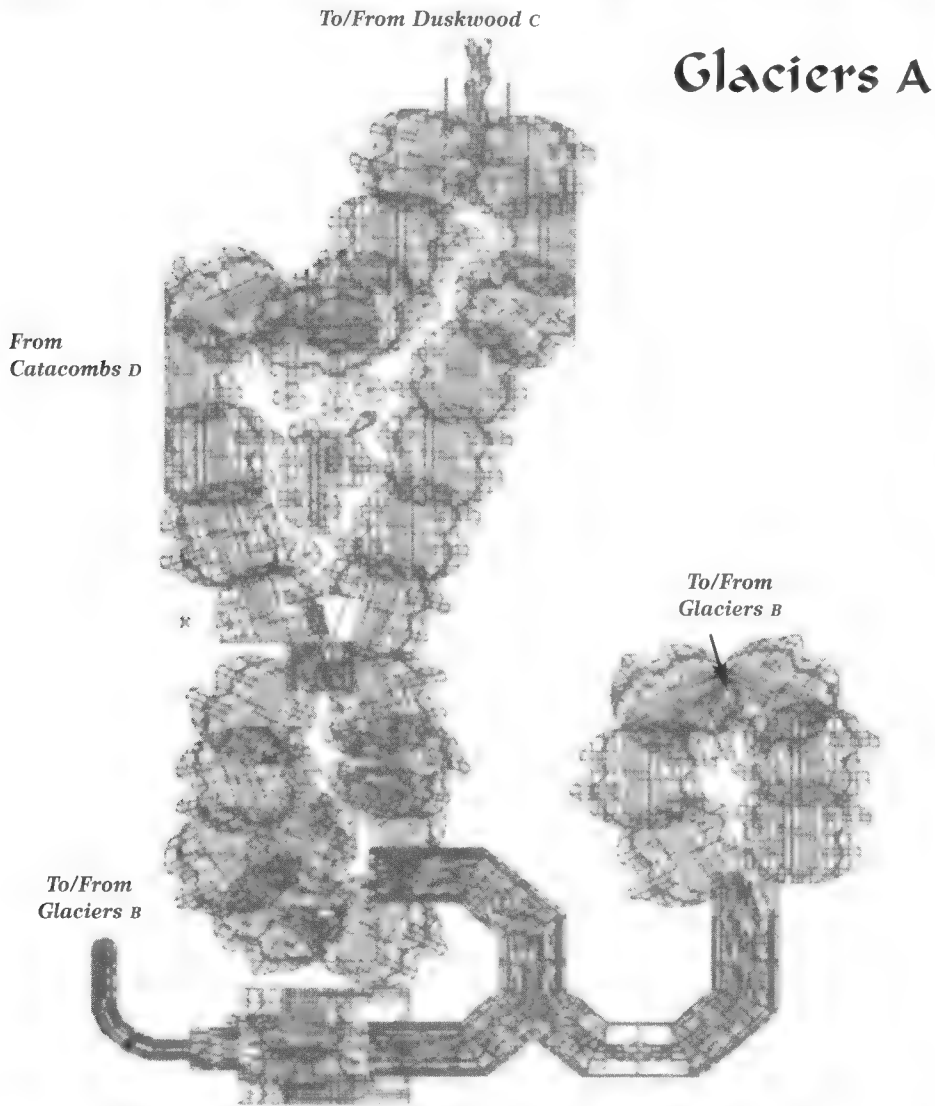
**Corantha
Mines A**



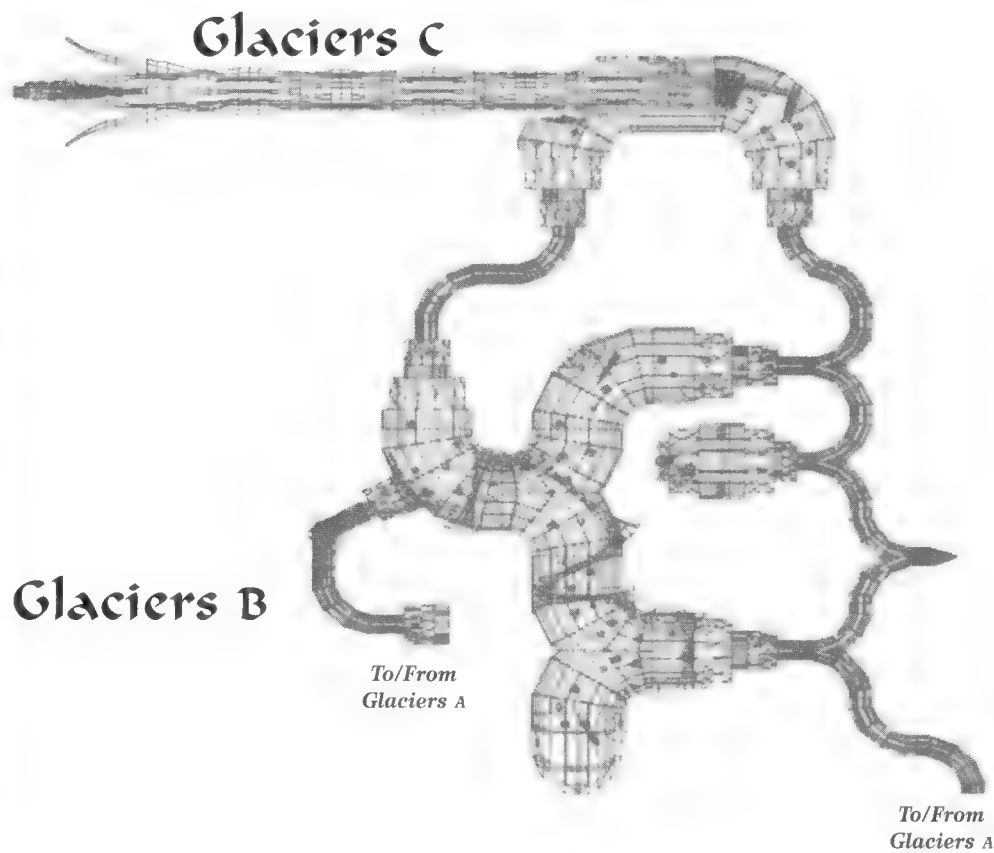
**Corantha
Mines B**

Elevator up to Corantha

Glaciers A

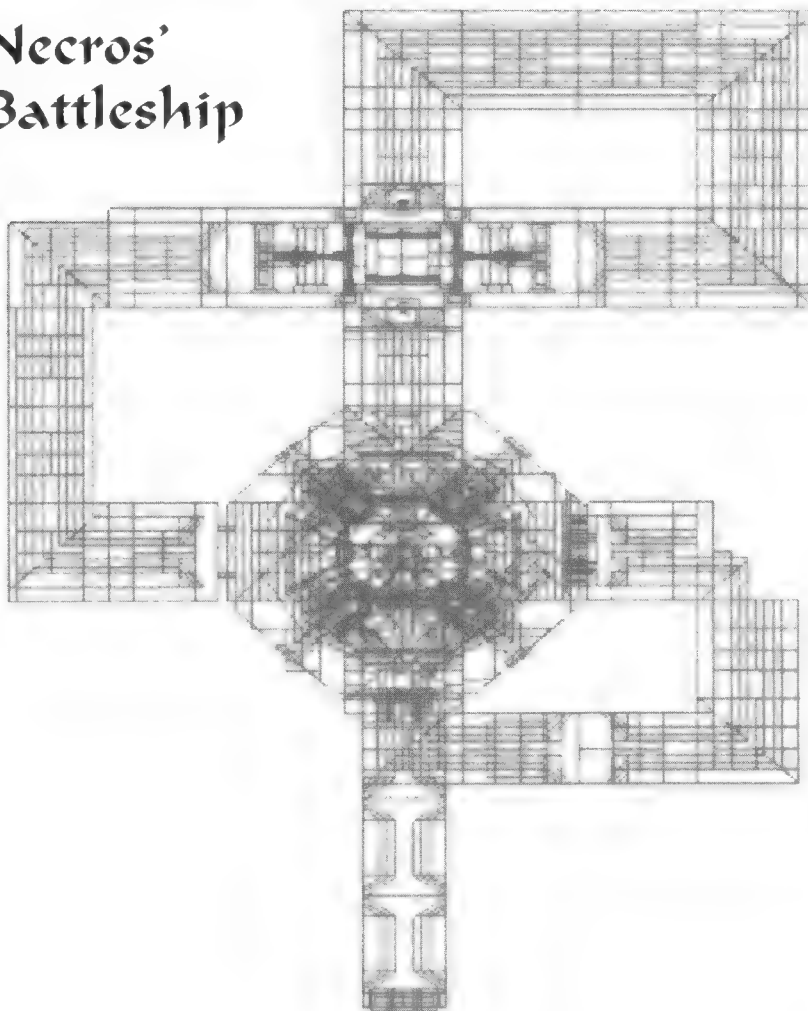


Glaciers B & C



Necros' Battleship

Necros' Battleship



*Transport from
Western Stronghold*





Walkthrough

Trainer Level

The idea here is to give you a chance to get acquainted with the interface. You get to move around, jump and practice fighting.

When you wake up, go down to the first intersection. Go to the central area and turn left. This will lead you to a training room with a dummy hanging from the ceiling. At the back of the room are three weapons ... a sword, a heavy mace and a hammer. Use the left mouse button to attack. Bang on the dummy until you feel comfortable with your preferred weapons.

The next stop is a jumping puzzle. Jumping is accomplished by hitting **[Spacebar]**. You have to jump across the top of a series of pillars to cross a room. If you fall, there's a ramp from which you can jump up to the entrance and start over again. Once you're across, run up the ramp and get the key. Go back across the pillar room (if you're tired of jumping, hop down to the bottom of the room and take the ramp, you'll only have to jump once). Now you can use the key to open the large door, which leads you to ... a massive ambush of skeleton warriors. Oops, busted again.



PART I

Escape from Stronghold

You begin your escape by swiping a sword from a skeleton warrior who makes the mistake of thinking you're out cold. Now you're on your own.

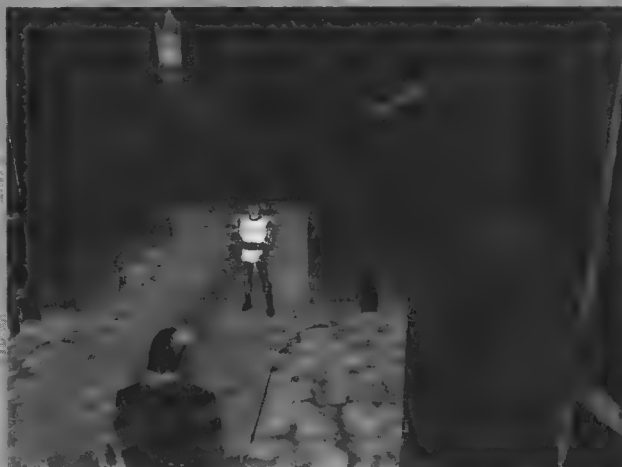
Essentially you're free to wander in the dungeon/jail area of the Stronghold. There's more, but it's all locked up tight.

Be on the lookout for the jailers while you poke around. There aren't many, but they can be tricky to see, and they just love to hide around corners.

Head left until you find a single skeleton warrior — he's a Shadow and particularly tricky to spot, but just look for his sword. He has a Greater Healing potion so he's worth taking out.

Retrace your steps. You might notice, if you went through the Trainer scenario, that the cells don't hold as many people as they did. That's the nature of Necros' methods. The bad news is that Necros doesn't have qualms about killing prisoners. The worse news is that one week's prisoners turn out to be next week's undead troops arrayed against you.

Frankly, things like this are why you chose the career path you did.



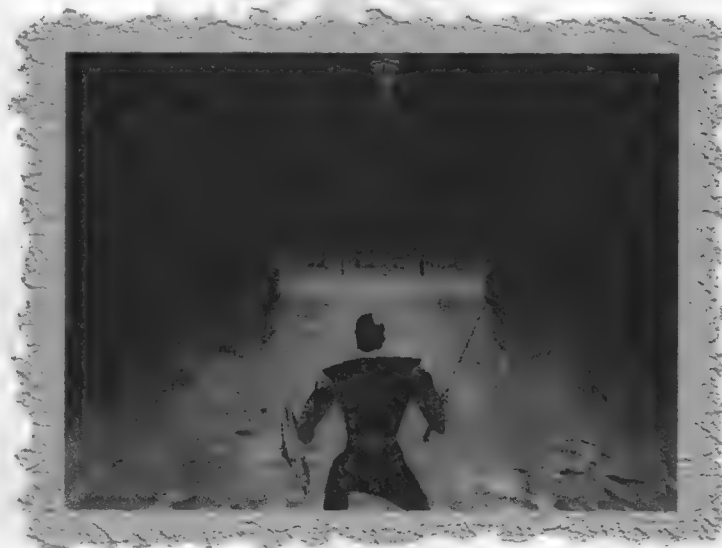
Captain Ursan

Captain Ursan

Nearby is a cell containing Captain Ursan. Really, you've never been particularly close, but you are, after all, professional colleagues. He asks you to let him out ... or as close to asking as someone that high in command can get. Ursan then orders you to report to Celestia at the Citadel, while he goes off to rescue any other Crusaders who might be languishing in prison. Well, this comes as a bit of a surprise, because you didn't know you were subject to orders from Crusaders, but it's not like you already had plans for the weekend

Besides, you're willing to try anything that will hinder the forces of darkness, and to be blunt, you haven't been doing as well as you might recently. This whole waking-up-in-a-jail-cell-waiting-to-be-skeletized has got you thinking about the value of backup.

Now retrace your steps to your cell and head right. There are two warriors upstairs, one on either side of you, so be ready. The best thing to do is to run into the intersection (shown below), and then immediately back into safety again, luring the pair of them after you. This ensures that you won't have one attacking from behind while you face the other.



Two Skeleton Warriors Wait at the Top

The Courtyard

When you reach the main intersection you'll have four choices. There's the way you came, which is all jail cells. There's the way directly ahead of you, which is more jail cells. There's the corridor that leads downward to your right, and anything interesting down there requires a key that you don't have and aren't likely to find lying around. The corridor to the left is the way to go.

You soon reach a courtyard. It's guarded, and the guard, being fairly on the ball despite being mostly dead and completely rotted, recognizes you as unauthorized personnel and tries to kill you. The best way to fight skeletons is to wait with your shield up until one gets close enough to get into position — they'll slow down when they get near you — catch the first blow on your shield, launch one attack and then wait and block the next swing. Occasionally they'll crouch and swing at your legs, but you can survive that ... and you still have that healing potion for when you need it.

When the guards are dispatched, go to the gatchouse to the right of the main gate. Note the lever.



Lever to Open Gate

Yes, that's the way to open the gate, but ah, there's a catch, of course. The door only opens for a few seconds. In fact, if you try to throw the lever, then run out of the alcove and through the door, you won't make it. They've thought of that maneuver. What they hadn't guessed was that you are the master of both the high and the broad jump. It's an easy thing to jump over the ledge and run through the gate after you trip the lever.

But wait! There's another problem. Outside the gate are two more Skeleton Warriors, who will tackle you as you exit the building. Since you don't want to be distracted in the middle of a sprint, just throw the lever and wait for them to come to you. Be patient — they come looking. Do the old block-and-attack trick with them, take all their stuff and then throw the lever again, jump through the opening, and make tracks for the gate.

Again, the Legion has failed to contain me: their feeble efforts have resulted in nothing but the return of my jailers to death. I also released a fellow prisoner named Vrsan, a Captain of the High Guard. I truly hope his release costs the Legion dearly.

Vrsan has commanded me to seek out the Enchantress Celestia in the Citadel and report what has occurred.

This journal will ensure that I forget no part of my tale.


Become a Crusader

The Great Outdoors

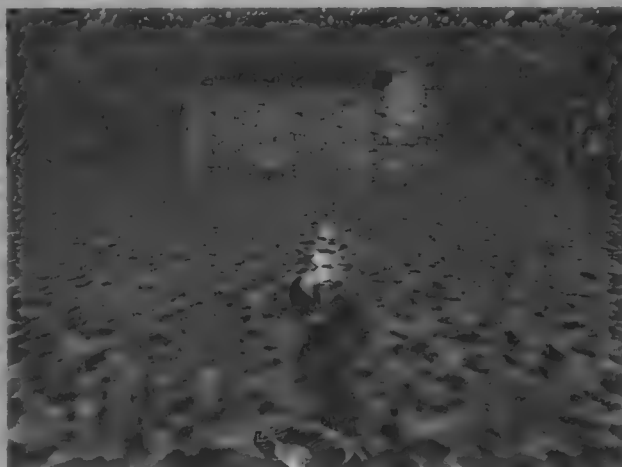
The good news is, you're free. Congratulations!

The bad news is, it's a long road to the Citadel, and the first leg of the journey is guarded by Skeleton Warrior pickets. The warriors come at you one at a time. You have plenty of warning before each one gets to you, so with a little caution you should be able to make it through with a minimum of new wounds.

Oh, and grab a few swords and any potions you see. You can always sell weapons for a little extra coinage.

At this point you don't have to worry too much about getting lost. You're in a valley, and as long as you follow it, you'll get to your destination. The only trouble you'll face is getting turned around accidentally . but the bones of your vanquished enemies should be a clue if you start to backtrack.

Eventually, you'll get to a farmhouse that marks the suburbs of Cador Sul. It's still far enough away from the town proper to have an infestation of undead Skeleton Warriors. You'll find at least two, both well armed and carrying valuables.



The First Farmhouse of Cador Sul

Of course, you remember that swords aren't necessarily the most useful weapon against skeletons. An enemy that's mostly thin bones and air space doesn't mind being stabbed so much as it minds being bashed into splinters, so that's logical. Whenever you get a chance to try out something different, like a mace or hammer, do so.

If you peek in a window, lo and behold, you'll see a skeleton inside the farmhouse. He might even see you, but he won't climb through the window to make an issue of it. Still, an undead is an undead, and you should go inside and try out any new toys you've picked up (you did pick up the mace, didn't you?). Don't forget to use your shield — this one is more of a challenge.

Cador Sul

Cador Sul is a little town on the edge of civilized territory. Actually, it's surprisingly spread out, but that may be due to the wanton destruction of domiciles that comes from living too close to a bastion of evil.

As you pass through, you can talk to the friendly natives, but they really don't have much useful to say. If you wish, you can play the investigative adventurer and smash open barrels and crates, poke through chests, etc. They're used to this kind of thing, and as long as you don't take a stab at any of them, they won't think twice about your liberties.

A short distance past the farmhouse is a large building on your right. This is the Inn. There are several citizens waiting inside to talk to you. If you feel chatty, feel free. What's more useful is that you will find some loot in the barrels behind the inn — including some mana crystals. Okay, so you don't know any spells yet. You can never tell. On the bar inside the inn, you will find another potion. Also, as an added bonus, look for a chest in the storeroom in back of the bar. There you can find some gold to finance your future adventures. Look at it this way ... you're off to save the world, and you just rid the nearby vicinity of at least have a dozen savage killers. They owe you a little something.

Behind the inn is a key to one of the rooms inside. There's another key on the top shelf of the storeroom behind the bar — jump on the table and then jump to the top shelf to reach it. You want the shield in room 3.

As you continue through the town, you'll come to the local general store (it will be on the left with a lantern outside). Here you can sell excess equipment or buy scale mail. Both of these are a good idea.

When the path forks, stick to the left to get to the Citadel. If you want, you can knock on the door of the local Catacombs, but you won't be able to get in until after you've talked to Celestia. Kill and loot all skeletons you meet.

Eventually you'll come a rocky path to the skydock, where you'll meet Aerin, girl airship jockey. She cheerfully offers you a lift (literally) to the Citadel.

Celestia

You spend your time in the airship impressing Aerin with stories of your adventures. When you arrive, you're told that Celestia is expecting you. Take the spiral stairs down, and when you reach the bottom go left down the hall to a doorway. Go through, find the stairs in the center of the room, then climb these stairs all the way up. Waiting for you at the top is Celestia, along with an impressive (and incredibly menacing-looking) honor guard.



Talking to Celestia ... and Getting Drafted

After you report on your escape from Stronghold, Celestia reveals that you're an important player in her plan to retake the Stronghold. She orders you to Corantha to borrow an object called the Horn of Shattering, a self-explanatory legendary object that she hopes will allow the Crusaders to break the gates of Stronghold. She makes it clear that you're supposed to ask nicely at first, but be prepared to apply some muscle if necessary. Finally, she officially drafts you into the Crusaders. Lucky you.

Before you leave you can explore the Citadel. There's a well-stocked store, and plenty of people to talk to.

When you feel like you've seen all the local sights, return to the sky-dock, where the ever-helpful Aerin is waiting to ferry you to the next stop on your quest.

You begin to suspect that Aerin might be one of those perky, chipper morning-people you've heard about. Must be the high altitude.

After years upon years of nothing but hearing stories of her, I have finally met the Enchantress Celestia. But before I could issue my report she sent me away to equip myself further. In addition, she simply handed me the gold to do it! She certainly is a fair lady, but I hope that she is not in the habit of handing out gold to every vagabond she meets. If such is our leadership, our struggle may be without end!

It's beginning to look like listening to Ursan was the biggest mistake of my life. It turned out that Celestia was never interested in my report: what she wanted was an Ambassador (me, of all people!), and to keep me loyal she has also made me a Crusader.

I wonder if it is too late to exchange my new finery for the rags and broadsword I came here with, and return my life to what it was.

I've been charged with making my way to Corantha and somehow talking the Dwarves there into giving me the Horn of Shattering. The only bright side to this state of affairs is that I'll be able to travel to Duskwood: there my new blade will be put to the test!

PART II

Start for Corantha

When Aerin lets you off, it's pretty obvious which way to go. The long, rocky path, with cliffs to either side, stretches out before you.

The first stranger you meet is a somewhat excitable fellow who laments that they are trapped in Cador Sul, since the path that connects them to the rest of the world travels through the Stronghold, which is impassible.

Now, you've recently seen just how closed the road out of Cador Sul is ... after all, you fought your way out of the Stronghold just this morning. However, you've also heard rumors that there is another route through — or rather under — the mountains via the Catacombs. None of the locals use it, because it's too dangerous.

Of course, you're pretty confident that the most dangerous thing under the mountains will be you. Surviving will be somebody else's problem.



Gray Stone House at the Fork in the Road

PART II: Starting for Corantha

Continue down the rocky valley, talking to anyone you care to until you come to a fork in the road — there's a gray stone house where the road diverges. Veer to the right.

After you've taken the path to the right, the road will fork again. Actually, the fork is a little difficult to see, since there is a brown stone house obscuring one of the paths. It's the house after the one with the haystack, if that helps. If you walk around it, you'll find a signpost that says "Ye Olde Catacombs." (If you miss the turn and go right, you'll eventually wind up back at the Stronghold ... after a long, long run.)

Well, you can't ask for more than an arrow pointing where you need to go.



The House in front of Ye Olde Catacombs

First, however, go inside the house and talk to the matron you find within. She'll tell you something cryptic ... and then she'll give you a spell book! Finally a local villager who's interested in helping you save the world. Taking the book will teach you a spell: Torch Light. Since you already knew how to do a variety of Phantom Glow, you've graduated to the second level. (Note that there are two small spheres next to the spell icon.)

Go down the canyon in the direction indicated by the arrow, and in a moment you'll see an impressive stone entrance with a guard pacing outside. His job is to keep critters inside the Catacombs, not to keep you out, so don't be too hostile to the guy ... he won't give you any trouble. He's a bit emotional, but you've got to figure his job is a little stressful.

Open the door to the Catacombs.



The Entrance to the Catacombs

The Catacombs

This is a huge place, just crawling with Skeleton Warriors. You could wander around in here for quite a while, but this is no time for fun and games. You've got to go chat up some dwarves for a horn.

Hmmm.

Keep a sharp eye out for Skeleton Warriors. Many of them carry Healing Potions, which makes sense when you think that it probably takes a lot of health magic to keep a skeleton in fighting trim. Use 'em when you need 'em.

You start off on a walkway with a drop to either side. No great calamity if you fall off, it's just a little embarrassing. Walk to the end of the walkway, fighting any Warriors who attack you, and continue through the door and straight ahead until you can't go farther. Turn left.

Keep going, following the corridor as it turns to the right. Eventually it will end, and there will be a ramp going upward to a landing. Take it.

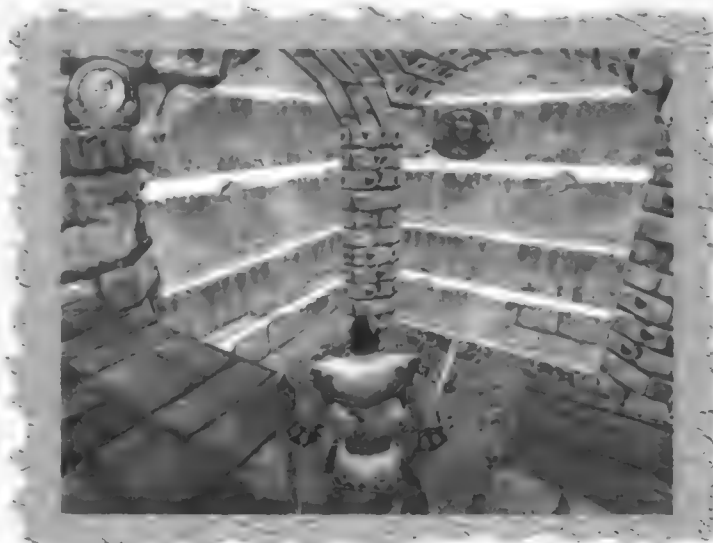
Once you're at the landing, look around. Well, okay. Fight *and then* look around. There's a ramp going down, and a doorway with a steps curving away downward. That's the ticket ... take the stairs.

Note: By this time, you've probably amassed a small arsenal of weapons. Which ones you use are a matter of personal preference. While some weapons work better on some creatures, it can often be more useful to have a weapon that does less damage, but has a longer reach. For instance, if you're fighting a skeleton who has a broadsword, it's better if you have something long — like another broadsword — than it is to have a stronger short weapon, like a mace. That's because the skeleton is going to try to stay out of range, and you'll have to use more footwork to hit him. If you even things up by having another broadsword, you can concentrate on getting your blows in.

At the bottom of the stairs is a large area with a vaulted ceilings. Yes, there are Skeleton Warriors here, too. The bad news is that there are a couple of Skeleton Ghosts here, and you know how annoying those can be. You might think it's good news that there are a lot of columns for you to hide behind, but they can shoot around corners. Your best chance is: don't make too obvious a target, and when you see a Skeleton Ghost, give it your primary attention. Skeleton Ghosts throw lightning bolts. Only concentrate on the others if you know you are out of its line of attack, or once you've killed it.

If you go straight through the arched room, you'll come to a T-intersection. Turn left at the intersection.

Immediately look to your right. There's a drop-off with some conveniently placed platforms. Jump down, using the platforms, and grab the potions that are ahead and to the left. There are two corridors of much lower vaulted ceilings. If you are standing with your back to the platforms, one goes behind you, and one goes to the right. You want the one that heads right.



The Drop-Off to the Lower Catacombs

If you take the one that goes behind you, you'll discover that it dead ends. Actually, "dead" is a particularly appropriate term, since you'll find the body of a Crusader. Perhaps you're not the first one Celestia's sent on the quest. Funny she didn't mention that. On the other hand, he's got a nice mace and a bit of gold, neither of which he'll be using again ... unless of course he comes back as an undead skeleton, in which you wouldn't want him to have the stuff anyway.

At any rate, continue down the corridor to the right. The ceiling looks kind of low, but there's actually plenty of headroom as long as you stay in the center. Keep going until you run out of brickwork.

The Tunnel

At the end of the vaulted area, the corridor widens up into a huge tunnel. If it weren't for the bracer beams and the regularly placed (and apparently tended) torches that keep the place lit, you might suspect it was a natural formation. It's hard to tell if this is Catacombs under construction, or some sort of Dwarven highway. Not that it matters ... it's the only road out of here, and you've got places to go and things to do.

It's a straightforward kind of route ... no forks to choose between. Fortunately there's a good supply of Skeleton Warriors to help break the monotony. Unfortunately, some of them are Skeleton Ghosts. Keep an eye out for them and kill them as soon as you can.

Note: If you've been taking advantage of all the combat opportunities in your path, by about now you'll have amassed enough experience points to go up in level. You'll know it by the fanfare that plays after you kill an opponent.

After a while the tunnel will begin to climb upward, and you'll find some skulls on stakes that have been hammered into the tunnel floor. Maybe someone thinks that's scary. Little do they know that as a professional skeleton-slayer, the skull-on-a-stick *motif* is kind of relaxing. It's nice to know that there are *some* dead people out there who aren't going to sneak up behind you.

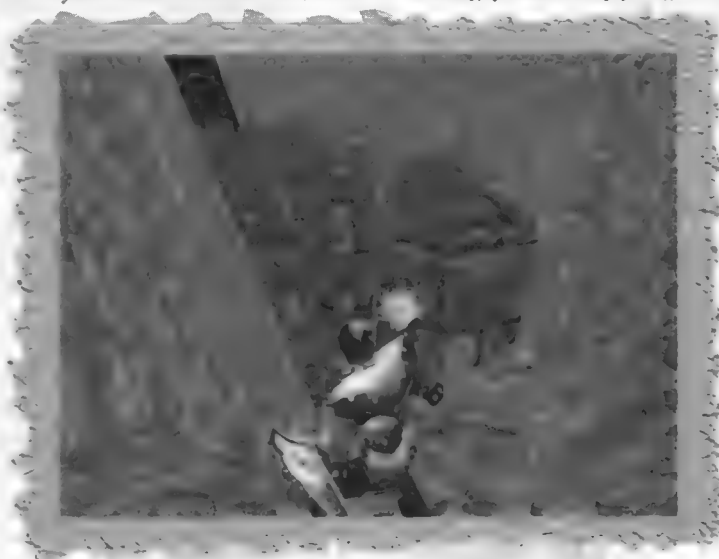
Continue on. No, there doesn't seem to be much you can do with the mushrooms. Leave them alone.

Not too much farther past the dead Crusader and his cart — a curious place for one of Celestia's guys to be carrying rocks — you'll encounter a new creature. It seems to be made entirely of granite, and moves pretty fast for something that size. Fortunately, it has a very slow reaction time, and you can usually keep up an attack with only occasional swipes in your direction. Of course, those swipes really hurt if they connect!

The corridor continues to go upslope. You'll probably encounter another Rock Elemental. If you're feeling adventurous, experiment with weapons and see which one you think works best on this type of enemy.

Catacomb Stepping Stones

The tunnel will start to vary, sometimes going uphill, sometimes down. Follow it until you reach a cavern, with floating-pillar stepping stones.



The Catacomb's Stepping Stones

Note: This is where Quick Save is invaluable! Every stone or two, hit **F5**. If you fall off, just hit **F7**. Of course, you don't have to save often, it's just nice not to have to recover lost ground.

On Squire level, some of the stones are connected with planks.

Jumping

Start from level ground in the tunnel and jump to the first stone. Note that at *no point* it is necessary to make a running jump. You can broad jump each and every stone.

Here's the trick. The basic broadjump is **Spacebar** + **↑**. You can, however, adjust your jump distance with the buttons. If you just tap the buttons, you'll go a certain distance: your basic jump distance. If you continue to hold one or both buttons down throughout the jump, you'll go the maximum distance possible. You can adjust the distance by the amount of time you hold the buttons down.

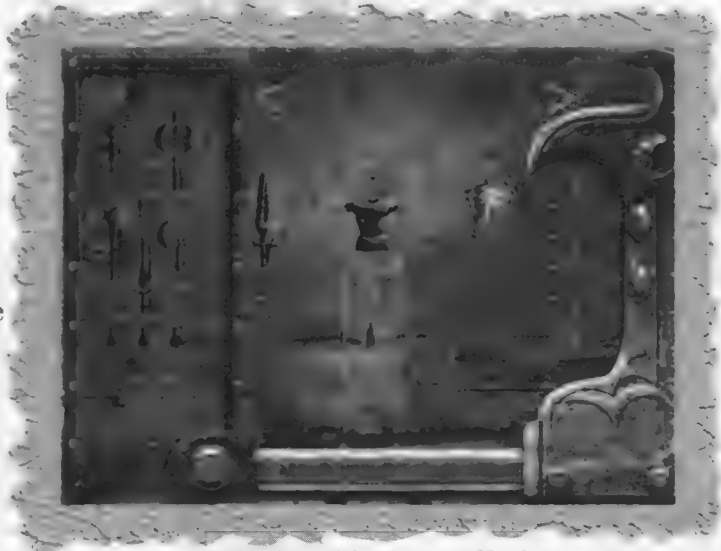
You can make each jump from stone to stone with medium broadjumps: a good, solid tap with a hold that you release about halfway across the gap. Some minor adjustment may be necessary, depending on where exactly you land on the stone, but it should only be a step or two. Unfortunately, it takes practice ... a lot of practice.

You might have better luck if you are looking *down* the entire time. On the other hand, you might get dizzy. It's a personal call.

After each jump, turn so you're looking directly at the next stone. Don't worry about body position, all it takes is that your head should be positioned correctly. Then look down and make sure that you're standing in the center of the stone. Because of the precision necessary, *only* step forward (↑), backward (↓), or sidestep (S / F). If you try to *walk* to the left or right, you'll just go in a wide arc and step off the stone.

When you get partway across, you'll come to a ledge guarded by several Skeletons. If you're lucky, some will get so agitated by watching you jump closer and closer that they'll accidentally fall over the edge. If you're *very* lucky, you'll get to see it. At any rate, jump onto the ledge, put your back to the wall and eliminate the boncheads. (Actually, an advanced trick is to stand near the edge, and then jump over the skeletons' heads as they approach, so they run off the ledge. That's dangerous and difficult, but fun.)

Open the chest and take the gold. Put the Amber Ring of Quickness on your hand.



Amber Ring of Quickness on Hand

Walkthrough

Walk down to the far side of the ledge and continue jumping across the stones. After a few stones, you'll come to another ledge. Destroy the Skeleton Warrior standing there. Walk down the ledge, and begin jumping some more.

You'll notice there is a swinging bridge that you can jump to, part way across this stretch of stones. It's up to you whether you take the risk. There's a Stone Skin spell book in the chest that will definitely help you face the skeletons (including a Skeleton Ghost) guarding the last ledge, but on the other hand, it's a whole lot easier to get to the chest if you go the long way around. You know how well you jump. You decide.

If you decide to go to the chest first, you should know a few things. First and most obvious is that you need to jump from the center stone, the fourth one out of seven. Less obvious is that you're going to need a running start of at least a few steps to go the distance. That's hard on such a small surface, so back up as much as you can, and leap as late as you can. Lastly, jump when the bridge is almost but not quite at the rightmost part of its arc. Good luck.

Whichever order you do it in, kill all the skeletons, jump to the swinging bridge, get the goodies in the chest — including the mana potion — and leave this section of the tunnel.

The last boardwalk has three skeletons ... and one is a Skeleton Ghost. Drink enough potions to max out your health, and have more on hand ready to drink. Cast Stone Skin and go after them. Remember, keep away from the edge.

Passageway

After you've successfully navigated all the stepping stones, you're faced with another stretch of tunnel. For a moment it'll look like you're going to be running through the bowels of the earth forever, but then you'll see a decorated entrance to ... well, something that's not a tunnel at least. There's still a strong underground theme to your surroundings, but this is definitely an architected area.

PART II: The Catacombs

Go through the doorway, and immediately prepare for a flank attack. Once you've dealt with that, continue straight ahead. At the end of the passage-way you'll find yourself at the top of a flight of stairs that winds down through a large cavern. There's an open space to your left, and an open space to your right. Both have Rock Elementals patrolling in them, and each has the crumpled corpse of a Crusader.

Hmm. It seems folks have been poking around, looking for something. Interesting.

In fact, if you look back and to the left, you'll see an opening in the cavern wall. It seems to curve away out of sight. Maybe that's what Celestia's not-so-hot heroes were investigating. Definitely time to make a detour.

Go to the bottom of the stairs and find the jumping platforms that go into the open area with the cave. It's guarded, of course, by a couple of Rock Elementals, so pick your weapon of choice and grind them into gravel.

Note: Remember, these things may look as dumb as a bag of rocks, but they know how to fight as a team. Keep backing up — don't let one of them get behind you.

Go climb into the cave mouth, and rubblize the Rock Elementals there.

You'll find three monoliths ... and floating in the center is book of magic. In fact, it's a Fireball spell book. There is a moment of reverent silence as you realize the importance of your find. This marks an entirely new stage in your career as a Destroyer of Undead: you finally, *finally* possess a range weapon! Well sure, you could have used a bow ... but shooting a skeleton with an arrow is about as effective as shouting at it. Now you've got something you can use without putting down your weapon of choice. Life is good.

There really isn't any reason to go down into the area on the other side of the staircase. Head down the hallway and down some stairs.

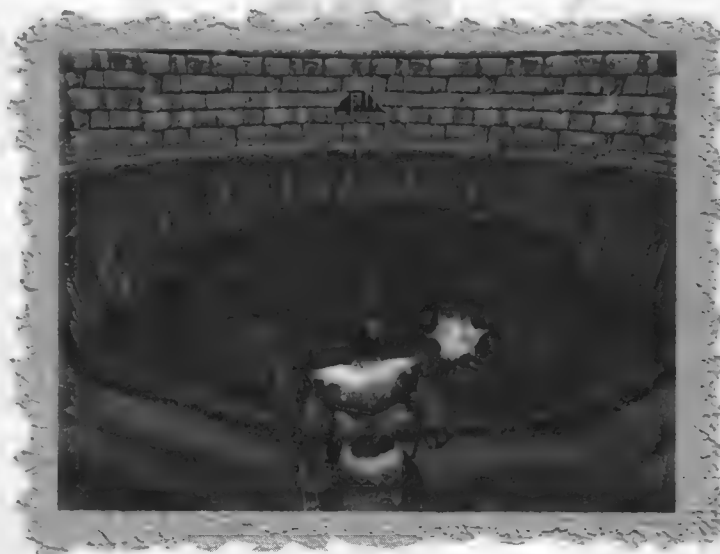
The Arenas

At the bottom of the stairs there is a door to the left, and a Skeleton Ghost and some of his buddies to the right. Kill the Skeleton Ghost and then take out the others. Try out your Fireball spell, but don't waste it if your target's behind crates or other obstructions.

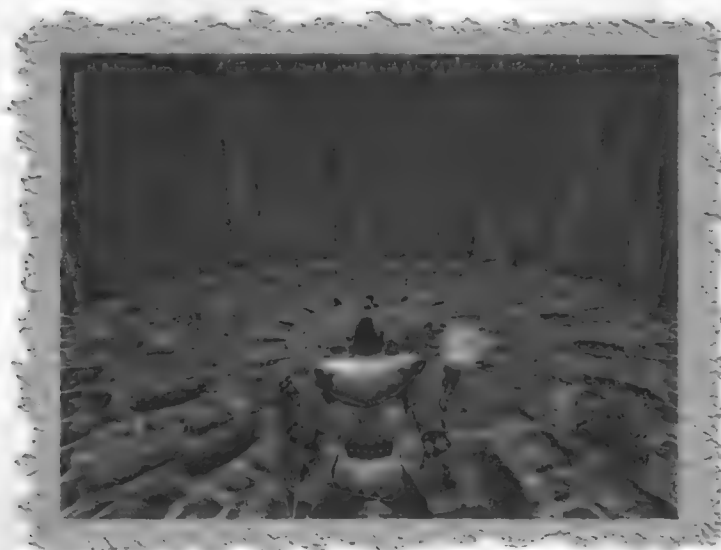
You'll notice a lot of crates stacked up along the corridor. Follow it as it turns to the left, and you'll come to a T-intersection.

If you turn right at the T-intersection, you'll eventually find a door that opens into a hallway. This hallway has two rooms off of it — observation rooms for arenas below. At the far end is large gateway and signpost. This one reads: To Glaciers. That doesn't sound as promising ... yet.

However, if you turn left at the T-intersection, you'll find a gateway with a signpost that reads: Duskwood. That sounds promising, or at least like you've finally run completely under the mountain range and are ready to come out from underground. Unfortunately, it's locked. The smaller door next to it isn't, however. Open it and follow the stairs down.



Arena Viewing Room — Looking Down



Carnage on the Arena Floor

At the very bottom you'll find two doors, one open and one closed. The closed one ... well, you can't open it. That's just the way it is. The open one leads to a room with three tables. There's a key on one of the shelves; grab it. Leading off from this room is a corridor with a small series of what were probably cells or possibly barracks. You'll encounter some skeletons, one of whom is ... you guessed it ... a Skeleton Ghost. This is a good time to perfect your aim on that new Fireball spell you just learned. If you're low on mana when you're done, use a mana crystal or take a swig of that mana potion you picked up in the Stepping Stones chest.

Look through the cells if you want. You'll find a bit of cash.

At the end of the corridor you'll find the entrances to both arenas. If you wish, you can avenge your fellow Crusaders by killing the Rock Elementals within, or you can figure dead is dead, and time's awasting. Go back up the stairs to the signpost that points to Duskwood.

Use the key, go through the door, and follow the tunnel. Be prepared for encounters the entire way, including more of those benighted Skeleton Ghosts.

When you get to the actual entrance to Duskwood, you'll know it.

Duskwood

At last! Trees!

Of course, it won't take long to find out what's behind those trees — the alien-looking Dashers. They travel in packs, they're quick to attack, and you'll encounter a lot of them as you make your way through Duskwood.

When you meet more than two, try softening them up with a few Fireballs.

The good news is that they use the same kind of healing potions you do, so you're likely to pick up some first aid for the gashes you'll get from those multi-headed stone weapons they carry.

Note: *Don't get turned around and confused when you fight the Dashers. It's easy to lose your orientation. Before engaging in battle, look for a landmark in the direction you're going, so you'll know which way is which afterwards.*

Be sure you don't mistake the sides of this valley for cliffs. If you back up to these walls, they'll just climb higher than you and attack from above.

Keep going, mowing through any Dashers you encounter. You'll have spilled an ocean of purple blood before you get out of this valley, guaranteed.



Duskwood — First Clearing

Eventually you'll arrive at a signpost that points back the way you came and reads: Ye Olde Catacombs. Past that is a clearing, with some huge trees and some rocks in the center. Continue to the left. In fact, keep the left-most border of the clearing visible at all times.

First Clearing

The clearing is a hang-out for Ogres. Ogres aren't particularly complicated thinkers, and they have slow and simple attack methods, but they are *tough* to kill. You've got to wallop these guys forever before they say goodbye and fall over. Change your weapons out for variety, if you like.

Eventually you'll find that a path heads away from the clearing. Follow the cobblestones. The path will turn to the left and keep on going. (If you diverge from the road here, you'll find the Ogres' camp.) The road forks after a while, with an Ogre standing in the left-most lane. Not only is he carrying money and a speed potion, he's got a Shield of Quality, which should definitely be confiscated for your own use, if you don't have one.

The signposts read: To Eastern Stronghold and Corantha. Well, hey! Things are looking up now! The other fork doesn't have a signpost, and a quick run up that way won't reveal anything but people who want to kill you. Since you don't have any reason to try to kill them ... yet ... you might as well just go down the road to Corantha. Exploring won't get you closer to the Horn of Shattering.

There's a basket of mushroom pieces off to the side of the road, in case you wondered what Ogres did while they waited for travelers to wander by. Just in case you were curious.

After the sign is a fairly uneventful stretch of road. There are the occasional Dashers, of course, but at least one of them is carrying a mana potion, so it's certainly worth the time you take to tidy up the highway.



The Path from the First Clearing

Second Clearing

Eventually you'll come to a second clearing. As before, keep to the left-hand side of the clearing and take the first path you see. It won't be far until the road forks ... and this time *both* paths have signposts! Glad to see highway maintenance hasn't been neglected in these troubled times. On the left-most post it says: Danger! Legion-occupied Stronghold lies ahead. Well, that would normally point out the way you'd be headed, but not today. Head to the post on the right, which reads: Corantha. Right on track.

Just a little ways down the road, it forks yet again. Once more, you find your curiosity aroused by an unmarked road, but surely you're getting close now, so you head down the left-hand road that is marked by the signpost.



Path to Corantha from Second Clearing

As you continue toward Corantha, you ponder on the strange fact that you had been told that Dashers were peaceable, law-abiding citizens. Strange, because you haven't run across one yet that hasn't tried to knock your head open. Just another sign that Necros' powers are laying waste to the proper way of things.

In a short while, you'll see another signpost, pointing down the left path of a fork in the road. A while after that you'll find what is undoubtedly the entrance to Corantha.

Corantha

At the front gate you exchange words with the guards who are on duty. It turns out that a civil war is raging in the dwarven tunnels, which could either serve you well or be a royal pain in the neck.

Continue down the corridor, and consider how much more polished — jut plain *professional* — these tunnels are in comparison to the rough Catacombs you had to traverse.



Entrance to Corantha



Corantha Marketplace

Of course, don't step off the boardwalk. It will eventually lead you to an open marketplace type of area. In the center is a huge stone statue of a dwarf in chainmail blowing a horn — ostensibly the Horn of Shattering. The dwarven locals are actually fairly useful to talk to, giving gossip on the current state of political affairs, and small shop-talk about combat.

The local weapon and armor shops can be found here, as well as an inn. Even if you don't feel you need anything, you should browse around. Sell anything that you no longer want. Upgrade your armor if you can.

Go past the shops and statue and follow the road as it winds past the homes, and a place where a section of wall has collapsed, revealing a glowing blue ore. Eventually you'll find an doorway in a wall, beyond which is an open area. In it you'll find a building of circular sections.

Enter the building. You'll notice that someone has left a Stone Skin spell book sitting on a bench. Flipping through it will raise your Stone Skin ability a level. Turn right and proceed into the Dwarven Council Chamber.

Dwarven Council Chamber

You give it your best shot, but the second-in-command is disinclined to start establishing policy in the absence of an official authority figure. If you were to rescue Prince Dain, however, perhaps something could be done.

That's one of the more reasonable responses you've gotten from an armed person so far today, so you offer to go get Prince Dain from the mines yourself.

On the way out, pick up the potions on the bench. Odds are you'll need them.

Today saw my first attempt at the art of diplomacy. Upon entering Corantha, I must admit I felt that I'd rather face a horde of Dashers than those stony-faced counselors! As I spoke to them, I was afraid for the first time in memory, and I even (briefly!) considered letting fly with the steel and getting out of there!

But as it was, I didn't do that bad a job of it. I discovered that King Stoneheart had been murdered by a rival Dwarven clan, the Iron Picks, and his son, Prince Dain, had been taken to the Coranthan Mines. The Dwarves do not feel that they can part with the Horn of Shattering without his approval, so in order to further my quest, I have made the decision to rescue Prince Dain and restore him to the throne.

PART III

The Corantha Mines

After leaving the Council Chambers courtyard, turn right onto the street, and continue past the wheelbarrows to the entrance of the mine. Square your shoulders and start the descent. If you don't fall and slip most of the way down, you're doing well.

You'll soon find yourself at the first intersection. There's a friendly dwarf who warns you that there are more than renegade dwarves to beware in there.

You can take either set of stairs down, or you can just step off the ledge directly ahead. The mossy, swampy ground makes it a softer landing than you'd expect. Continue straight ahead, to find a Torch Light spell book lying on the S-shaped stone pathway. You've graduated! You are now a complete expert in light-casting spells. *That's* got to be useful in the fight against the powers of Darkness, yes?



Wheelbarrows at entrance to Corantha Mines

Continue a bit farther and you'll encounter your first hostile dwarves. They'll be easy to recognize as they'll run at you the moment they see you, waving weapons and trying to lop off one of your legs. Whale away on them as soon as they attack, and you'll probably be able to face them one at a time.

At the bottom of the stairs is a T-intersection. Turn left and walk across the catwalk. You can see why the dwarves love the underground. The glowing red lava and the luminous blue ore make a striking combination. Of course, it's incredibly *hot* and filled with hammer-wielding lunatics, but that probably just makes them feel at home. Keep going.

Pass the ramp going upwards, and follow the tunnel down.

Note: You'll notice that sometimes it's really hard to hit them if you're on the high side of an incline. When it doesn't expose your back to other enemies, run around until you're on the lower ground, because that brings their torso and head closer to your swing zone. You could crouch and swing, but frankly no one fights at their best while squatting.

Keep going down until you reach an open area with a track and a mine cart. You'll probably run into a Rock Elemental — take the offensive.

The track curves away to the left and the right. Follow the rails heading to the left. About the time they run out, or rather run into a cave-in of glowing ore, you'll spot a spellbook sitting on a pillar in the middle of a lava-filled room. Don't bother jumping ... just walking off the ledge will land you directly on the pillar.

Good news! It's a Fireball spell book. Definitely an apt find, given the surroundings.

Run and jump off the ledge, into the hallway beyond. There are several hostile natives here, so be careful. When those have been dispatched, follow either walkway around until you find a lava-filled room with two islands.

There's a Lava Elemental on patrol there, so have the best weapon for the job in hand. A little preventative spellcasting ... like Stone Skin ... is also a good idea.

These islands no doubt prove to be a difficult passage for the stumpy, home-grown folks, but you can use them to jump across. These aren't broad-jumps, though. These jumps require a running start and a lot of hoping.

Note: Be careful! To make it across, you're going to

need to hold the buttons down the entire duration of the jump. However, if you don't let up on the buttons just before you land, you could kick off another jump immediately, and that will turn you into a crispy-fried Crusader with a crunchy chain-mail coating.



"Islands" in the Corantha Mine Lava



Granite Block

Follow the far corridor until you come to a large room with a lava spill to the right. Immediately to the left of this spill is a huge granite block that you'll have to clamber up.

Note: The key combination for "clamber" is a quick Spacebar and release, followed immediately by ↑ and release.

PART III: The Corantha Mines

This is a good place to use your Stone Skin spell, because just down the way you'll encounter some big, bad monsters. Another Lava Elemental and a Rock Elemental have paired up, and while you could handle either one with no problem, they are a handful when encountered in pairs. Keep on the offensive, but back up when necessary to keep one from getting behind you.

The room beyond has a series of cells, one of which is holding Prince Dain. Approach him and make your deal for rescuing him. He'll be more than happy to promise you a reward for your help.

However. Once he's safe and secure in the Council Chamber, and has heard how much your new boss is interested in getting her hands on the Horn of Shattering, he refers to a legal loophole. It seems he can't do a thing until he has the Scepter of Regency, which was stolen by Ogres and is probably in Duskwood. He'd seem very sincere and contrite if it weren't for that laugh he lets slip.



Talking to Dain

By all the souls of the Ancients, what must I do to Secure the Horn of Shattering? Is it not enough that I hacked my way into the depths of Ardon to rescue Prince Dain? Is it not enough that I got both of us out of the mines alive? Now it appears that I cannot receive the Horn without first retrieving the Scepter of Regency! Even though Dain seems honest enough, I can't help but think that the Dwarves are playing me for a fool!

According to Prince Dain, the Scepter is currently being held by the Ogres in Duskwood, so I must go there once again. This is probably just as well, for my blade is thirsty for blood!

PART IV

Prince Dain's Scepter

Anyway. Going for a stroll and killing an Ogre or two is probably less of a hassle — and dramatically more diplomatic — than waging war on the entire city of knee-bashers, so you accept the task. Before you leave, you mention politely that he'd better have the Horn when you get back, subtly indicating that you'll tolerate ingratitude only once. Then turn around and hit the road.

As you retrace your steps through town, it occurs to you that Celestia never mentioned a salary. Ye gods. At least your sword-arm isn't getting rusty.

Head out to the very first fork in the road, the one that has one signpost, which says: Corantha. Turn left. In a short time you'll find a clearing with intricate wooden buildings — apparently houses built around trees — scattered around. Stay to the left, and you'll find a path that heads between a pass in the hills. Head down that road.

There is going to be a lot of opposition. Fight wisely, and use your spells. Eventually you'll get to the two signposts that say: To Eastern Stronghold and Corantha. Take the right path at the fork directly ahead.

Farther on, you'll find an Ogre standing on the right side of the road, just before a clearing. After you finish him off, you'll discover he has a Soul Drinker spell book.



The Ogre with the Spell Book



Veer Left into Ogre Camp

Just beyond him, as you remembered, is the bend in the road and the Ogre camp. It's fully stocked with Ogres, and you'll have your hands full for a while. Don't forget to cast spells as you need them ... in fact, you might want to try out your Soul Drinker spell, just for practice. Once you slay the Ogres, you're immediately rewarded with Dain's Scepter and a mysterious necklace.



Outside the Ogre Camp

PART IV: Prince Dain's Scepter

Now, to deposit your finds safely. Go back to the road from the camp, turn right, head to the next fork and turn left, going by the double signpost. Once you get to the clearing with the wooden houses, stay to the right and take the first path heading out.

Don't get complacent ... you know that last time you waltzed through that clearing and killed everything in your path? Well, the news has gotten out. By the time you get to the far side of the clearing, you're going to have so many Dashers out for your blood that it'll make your eyes cross. This is the time for full magic backup. Stone Skin definitely. Drink a speed potion if you've got one. Fireball any Dashers that have clustered together. Run if you get surrounded. Heal yourself whenever you can. Meanwhile, kill them all ... and afterward, take their stuff.

Note: If you're completely overwhelmed, remember you are an endurance runner. You can either outrun your opponents all the way to Corantha, or you can run long enough that your opponents get spaced apart, so you can deal with them one at a time as they catch up to you. This isn't usually recommended, since running any kind of long distance tends to amass hordes of enemies hot on your heels.

You get more loot if you kill them than you would if you ran back to Corantha non-stop, but then you get damaged less.

Keep going and you'll come to the fork in the road with the signpost pointing at Corantha. That's where you're headed. Go straight to the Council Chamber and swap the Scepter for the Horn. And while you're at it, pick up those potions in the waiting area — both going in and coming out.

If you can afford to upgrade your armor, now's a good time. Dwarves make excellent mail and shields ... excellent *and* expensive.

Success! The Scepter of Regency has been delivered and the Horn of Shattering has been obtained! All that remains is to deliver it safely to the Citadel and into the hands of Celestia. If anyone had asked me a fortnight ago whether I could ever give up my life for a musical instrument (even a magical one), I would have thought that person a fool. Now, I would gladly give up my life to prevent the Horn from falling into enemy hands!

I could not admit this to anyone, but at the moment I feel as if I could fly all the way back to the Citadel.

On another note, an interesting change has taken place that is beyond my ability to explain: since finding the Necklace, I have been able to understand the speech of the Dashers. They appear to be full of venom and hate, and my feelings toward them have changed little now that I can comprehend them.

Bringing the Horn of Shattering to Celestia

It's a long way back to the Citadel, but there's no sense in whining now.

This is all going to be old territory for you. Take the path out of Corantha. At the first fork, head to the right. At the next fork, go left. Just wonderful. No one ever told you you'd need to apprentice out to a cartographer for this job.

After that comes the clearing with the odd tree-houses, and you should stick to the right and take the next path. Next, you'll see a fork in the road, with two signposts pointing back the direction that you came. Head left. There'll be another clearing, and you should head left and take the next path. You'll know you're on the right road because there will be a sign that says: Ye Olde Catacombs.

Although there'll be a lot of opportunities for fighting, there certainly won't be anything you couldn't defeat with one arm tied behind your back and — probably — both eyes closed. The interesting thing is that the Ogres seem to have cut some sort of deal with the Skeletons from the Stronghold, because they're definitely acting chummy recently. Which is an even better reason to take on the big oafs, on top of the fact that every last one of them wants to cleave your head with a battle-axe.

The Catacombs

Entering the Catacombs, you find that it seems infested with the raggedy Iron Pick dwarves you'd thought you'd left behind you in Corantha. Maybe you should mention that to Prince Dain the next time you see him. Maybe. As Prince Dain would say ... HA!

At the end of the first stretch of tunnel is the gate to the well-known Arena area. The Iron Picks seem to have moved in ... and they, too, seem to have cut a treaty with the Skeletons. More than one of whom are Skeleton Ghosts. Blast. They don't hurt quite as much now, with all your new experience, as they used to, but they are every bit as aggravating.

These dwarves don't seem to have tidied the place up much. The caved-in cells are still a mess, the furniture is still thrown about, the decaying corpses are still exactly where they were. Except ... now that you look closely, somebody's squirrelled away some interesting-looking items in the barrels in the arena.

But once you've cleared out the denizens, again, from this place, it's time to hit the road. Go back to the hallway with the crates, and follow it down to the hallway that leads to the cavern. There's that locked door again ... you've gotta hate doors that refuse to open! Still, you're not the kind of guy to stress about locked doors. You're the kind to bash it a few times with your weapon of choice, but that never seems to work.

So head out to the cavern.

Actually, just to satisfy your curiosity, you should check out the monolith cave. Interesting ... it seems to be guarded by particularly nasty Skeletons who are particularly skilled with their shields. Once you fight your way past those, you meet some surprisingly resilient dwarves. You definitely are interested in what's in the monolith room, but you notice immediately there isn't any freebie spell book floating in midair. Well, that's disappointing considering how well-guarded the place is. There is, however, a chest that you could swear wasn't there last time.



What's behind monolith #1? Monolith #2?

Inside you find a Fire Resistance potion and a magic mace which sounds particularly useful. Score!

Just for fun, you might want to go try it out on the Rock Elemental that's on the other side of the walkway. Not bad!

There are more of those super skeletons on the walkway, and then there's only that little passageway ... except you get the feeling that something's wrong. Sure enough, when you stick your head inside ... *boom!* There's some kind of big ugly undead in there who's throwing green plasma bolts at you. Toss down a few Fireballs, drink up a speed potion if you've got one, and run screaming down the corridor to take him in hand-to-hand combat. Ha! He doesn't last too long after getting the business end of your new mace.

You've heard of creatures like this one ... he's one of Necros' elite: a Dark Mage.

Now the way is clear, and you make it to the Stepping Stone Cavern without too much adventure.

Stepping Stones, Again

Once again, you've got to hop like a frog across a yawning chasm. If it weren't for the Skeleton Ghost hurling lightning bolts, it would feel like a task from your (admittedly short) childhood. While you're still on solid land, don't hesitate but run directly at any Skeleton Ghosts and reduce them to component parts. Consider the fireworks to be an engraved invitation to grind him into bonemeal.

After that, kill off his buddies.

Now, the unfortunate new state of affairs is that there are some Skeleton Ghosts on each platform across the cavern, and they're smart enough to try to take you out of the picture before you ever get close. The best way to attack is to remain on a nice, broad surface and start frying them with Fireballs. If you're good, and have enough mana, this is a perfectly legitimate way to take things into your own hands.

You can get to the chest by getting on the swing, and stepping out to the first platform. It's not as hard as it looks. In the chest is a Crystal Ring of Force. Very nice. Return to the "main" stones by retracing your steps and stepping back on the swing.

Leap across the stones, taking the time to investigate the chest that is on one of the platforms. When you come to the end of the stones, make sure that your favorite weapon is ready to hand, since you will be immediately beset by a Rock Elemental. Just when you've managed to cross all those stones, would like to catch your breath, and are still standing dangerously close to the precipice is not when you'd best like to fight one of these monsters, but hey, any fight is better than no fight, right?

Also, keep your eye open for that overturned wagon you saw before. There's a Skeleton Ghost hiding behind it, and if you're on your toes, you can toast him before he does his thing. Same for the piled crates ... you know, the ones with skull sticks around them. And for the corral, and ... well, you see the pattern.

Back Through the Catacombs

Hmm. Seems as though times have gotten a bit more desperate since the last time you passed through here. Not only are there Skeleton Ghosts, but Dark Mages and some sort of creature that shrouds you in inky darkness before he attacks.

You quickly learn that Unholy Wrath must be dealt with the same as you handle lightning, which is to find the source and destroy it. The Shadows, while definitely making things more difficult, makes a fatal miscalculation. You're far too good a fighter for a little darkness to cripple you, and it doesn't take too much finesse to swing a club. Closing in on the author of the shadows isn't too hard — your peripheral vision works fairly well — and after that, it's a matter of swing and crunch.

There are two "secondary" passageways in this section of the catacombs. Neither one leads to much, although they are interesting side trips.

Go back up the central stairs and you'll find a surprise. Obviously they weren't expecting you to make it back alive ... someone's left another spell book behind. This one is for Lightning. Well, that ought to even things up a little.

Unfortunately it will be a while before you can try your new spell out on anyone, as the trip through Cador Sul is uneventful. Turn right when you come out of the valley that connects the Catacombs to the main road, and then take a left when the path forks at the gray house. Retrace your steps to the airdock.

You may have been expecting Aerin to meet you there, but apparently she has better things to do. The fellow who's waiting there for you, Farid, says that she's taken Captain Ursa and some other Crusaders to the Glaciers. Apparently she's attempting to get into the Crusaders via the side-door ... if she makes herself useful enough, maybe they'll let her join. Could work. Of course, you haven't seen many female Crusaders. In fact, you've only seen Celestia. Trying to imagine Aerin following in Celestia's footsteps makes your head spin.

Citadel — Handing over the Horn

Hitch a ride with the airship pilot to the Citadel, and head directly to Celestia's Chamber.

You know the place almost like the back of your hand as you go through the central door, down the spiral staircase, into the circular hall and through the short hallway to the red double-doors. (Actually, there's only one exit from the circular hall, not including the staircase you came down, so it's difficult to get lost.)

Go through the red doors, and up the stairs that are in the center of the next chamber.

Talk to Celestia.

Actually, you don't do much talking. Neither does she. She politely but rather brusquely informs you that the horn is all very well and good, but now some Crusaders are lost somewhere in the Glaciers, and would you be a good boy and go fetch them back? Okay. Fine. Whatever.

If it weren't for the fact that everyone was probably right, and the Crusaders *are* probably the best hope for eradicating Necros and his cursed legion, there's no way you'd stick around with this group of self-congratulatory posers and their "oh, by the way, you've been drafted into the Crusaders" leader, Celestia.

Of course, there *is* that small bonus of backup. Not that you've ever needed it, but it's nice to know it's there.

And speaking of backup, you'd better get going to find the always-in-trouble Captain Ursan.

If you've got the extra cash — or stuff to sell — drop by the armory and see if you've got enough to buy some light plate mail or dragon scale armor. When you've got what you need, or what you can afford, go back to the skydock and hitch a ride back to land.

I now know that the joy I felt after retrieving the Horn of Shattering was naïve. Now, it seems laughable: upon approaching the Citadel I had images in my mind of cheering crowds, music and festivities with me, Drake the Magnificent, at the center with the Horn of Shattering held high.

As it happened, Celestia accepted the Horn without even a "thank you." Instead, she conveyed the bad news that Vrsan and a number of other Crusaders have failed to return from their mission to the glaciers.

I have been instructed to seek them out and rescue them if necessary. I pray that I will be successful, since I would welcome a chance to see Vrsan again.

PART V

Going to Rescue Ursan

You console yourself with the knowledge that at least some of this journey will be over territory you've never seen. Back to the Catacombs, where you saw the door with the sign that read: The Glaciers.

On the way, you notice that there is an unusual number of Crusaders hanging around. Although not the most chatty of people, you pause long enough to find out what's on their minds.

Frankly, no one seems to be of the caliber of Captain Ursan. There seems to be some tension between the troops, especially between the older, veteran troops and the younger ones with the bright tunics — between the Old Guard and the High Guard. Morale is certainly low in most of them — in large part because of the ease that Necros had in taking the Stronghold — and those who remain optimistic seem ... a little *too* cheerful ... a little *too* confident in Celestia's vaunted perfection.

The whole thing is beginning to smell fishy. That, however, is not your problem. You've got your assignment, and off you go to the Glaciers.

Once again, head to the fork in the road that's obscured by the witchy woman's house. Aside from the flocks of Crusaders milling around, nothing of note happens. Except

The witchy woman is waiting for you, standing behind her house where few people can see you. She steps in front of you and slips something into your pocket. Once again she repeats her mysterious caution, about "more than appears to the eye" and "this should help you see clearly." Then she slips into a trance and can't be roused. Check your inventory, and you'll find a small red gem on a chain. Hmm? Not a spell book, obviously. What it could be, you have no idea. Still, her last gift was useful, so she's probably trustworthy, no matter how odd she is.

PART V: Going to Rescue Ursan

Walk down the short path to the Catacombs and discover that the clearing before the gate contains at least half a dozen Crusaders. Good idea, since you have an idea what sort of stuff is on the other side of those doors.

But wait! One of the Crusaders guarding the door has some



Witchy Woman Gives You a Talisman

sort of shadow hovering above him. No one else seems to notice it, and even you can barely see it. Glancing around, you see that one other Crusader has a similar shadowy figure floating nearby, waving its arms in a mesmerizing pattern. You try to talk to the Crusaders, acting as though

nothing unusual were happening, but they refuse to talk to you.



A Ghostly Creature Hovers Over a Crusader

Ah. Yes. Suddenly the Catacombs are looking much more straightforward and inviting. Definitely, walk in without hesitation.

The Catacombs

Because you understand a dangerous location when you walk through it for the third time, cast Stone Skin on yourself the moment you walk in the door. Walk down the stairs.

Just about the time you think “things are too quiet,” you get hit with several lightning bolts at once. Nice to know some things don’t change. Now, however, you’ve got Lightning of your own. Cast it, and notice how it doesn’t need to be aimed with pinpoint accuracy like Fireball does. That’s good and bad. Good, because you’re guaranteed a hit. Bad, because you can’t specifically aim for the most annoying out of a horde of enemies. It looks as though your new technique is going to be to cut the more dangerous creatures from the herd, where you can just hammer them until they go down.

Then things just get worse and worse. There’s Skeleton Ghosts, Shadows, there’s even a Dark Mage or two, plus the order of the day seems to be mob-style fighting, which lacks that certain something most professional fighters prefer.

The tunnels have more of the same, only conveniently scattered. Try to preserve your spells for Skeleton Ghosts and Dark Mages. Even the Skeleton Shadows and their ability to obscure your view can be handled more economically with hand-to-hand combat.

However — note the reach of your enemies’ weapons! The longest ones can hook around your shield and slash you to ribbons in a few strokes. Keep the upper hand. Don’t try the block-and-attack maneuver on something with a long reach ... plunge right in with a combination attack, and keep swinging!

Hack (and cast) your way past everyone, then head for the tunnels and keep going.

Cross the stepping stones. If at all possible, get the loot from the chest — you could really use a Reflective Shield around here.

Continue down the passageway, killing the obligatory skeleton that's standing guard inside the doorway. The stairway and beyond are heavily guarded.

A sidetrip to the Monolith area wouldn't be a waste of effort. There's a Shield of Mighty Deeds, which is almost as useful as a Reflective Shield. Skeleton Ghosts make getting almost as much of a challenge as crossing the Stepping Stones under fire.. Who says you can't teach dead guys new tricks?

Go through the Arena area, turning toward the right after the corridor full of crates, taking the stairs down, turning left and going through the door that leads past the two Arena observation areas. At the end of that corridor is a door. Go through it, and you'll be on your way to the Glaciers. No chilly draft, but perhaps that comes later. Onward.

It's pretty much same-old, same-old ... but as a seasoned veteran, you probably begin to feel a little suspicious at this point. Things are a little too easy. And that's when you come to the little wooden footbridge and a small "meadow" of mushrooms. It looks peaceful and idyllic ... until you see that there's practically a skeleton behind each and every 'shroom. A Dark Mage is lurking in the back, and even if you can't seem them right off, you know those Skeleton Ghosts are somewhere, too.



Mushrooms and a Boulder Spell Trouble

Walkthrough

Take a small detour by the chest if you need a mana or full healing potion, but then just kill until there's no one left standing.

After that, it's back to ordinary, reasonable numbers of enemies. Skeleton Ghosts, Dark Mages, etc. Or so you hope.

Soon you'll run between two posts that have been driven into the ground. After these the ground will drop away sharply ... although if you look carefully, you'll see some platforms that will make the descent much less painful. You'll note optimistically that they also make any return trips possible. Below are three creatures waiting just for you, hidden behind crates.



Melee amongst the mushrooms

Don't drop your guard, even afterwards.

Worse than the Skeleton Ghosts you'll find ahead, is a creature you've never faced before, standing guard just as you're nearly through with the tunnel. He's standing in front of a cozy little area, looking a bit like the front door to someone's country estate. A table is set up, some boxes are stacked neatly, and two torches burn merrily beside the door.

However, you may not live long enough to investigate. The skeletal monster standing before you is a Dark Master, who has more than green plasma to throw against you. It's another cast-n-slash, heavy on the cast.

After that is taken care of, check out the platform, which is deceptively high. You can either run up the incline to the left and jump up, or walk directly up to it and climb up (the same way you did with the granite block in the Corantha Mines — a quick [Spacebar] and release, followed immediately by [↑] and release).



Arena Viewing Room — Looking Down

Unfortunately, despite your curiosity, the door remains closed. Suddenly the door seems more sinister, despite its cheerful aspect.

The tunnel beyond is filled with Skeleton Ghosts and a Dark Mage. None are immortal, so just mow your way through.

In a short while you discover the end of the tunnel, a large gate that no doubt empties into the arctic tundra of southern Ardon.

Open the door and walk through.

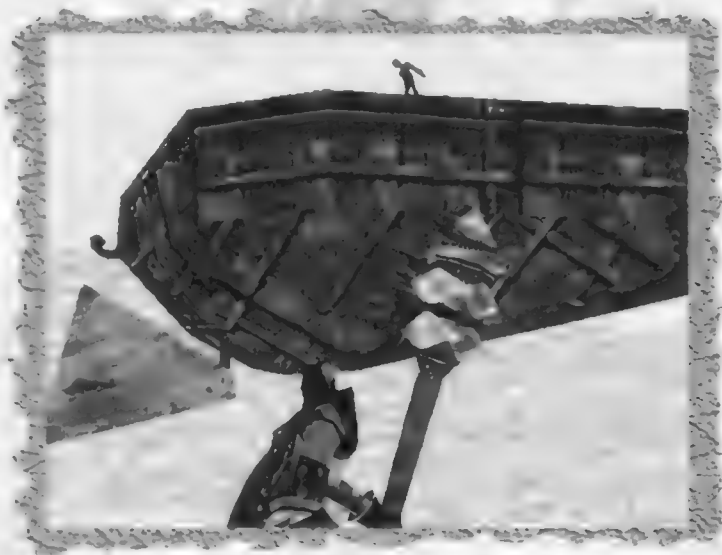
THE GLACIERS

Step out of the gate and gaze at the expanse of frozen tundra. If you turn around, you'll notice how conspicuous the red brick wall is, set between two frost- and snow-covered cliffs. Good. That will definitely help on the trip back ... if for some reason you can't find Aerin and her ship.

Well, never mind. There's Aerin's ship, dead ahead, and she's standing on the deck. If there are any Ice Elementals between you and her, they'll shatter with just a few blows with your Blunt Weapon of Choice.

Aerin seems relieved —and a little surprised — to see you. She tells you that Captain Ursan has disappeared, and that several Crusaders have been killed. She asks for your help. Or rather, she tells you that she needs your help, and then tells you what she needs you to do. She wants you to find Captain Ursan, while she scouts around and looks for any stragglers on the ground.

Hmm. Aerin doesn't seem as much of a wide-eyed innocent as she did when you first met her. Apparently she's one of those people who come together under pressure, instead of fly apart. The world could use more women like her.



Aerin and her Airship in the Glaciers

The left path has a signpost that says: Duskwood. The right path has the broken body of a very dead Crusader. Well, it seems more likely that Captain Ursan headed to the right, into whatever danger lay that way. Off you go.

To the right of her ship, or rather in the general direction that the bow of her ship is facing, you spy an Ice Elemental. After destroying it, you discover a mana crystal. That's handy. You pocket it, and look to the left and right. Maybe all Ice Elementals carry mana crystals?

Test your theory by looking for another Ice Elemental. Yes, there's another Elemental, and after a reasonable amount of bludgeoning, you are rewarded with another mana crystal.

You head down the valley into the heart of the Glaciers.

You pass a dead Crusader. You can't help but see that there is a long sword beside the dead Crusader. What were they thinking, to use a bladed weapon against a creature who had no flesh? Maybe Captain Ursan should give a class back at the Citadel on weapon selection. If he's still alive, of course, and if you can rescue him.

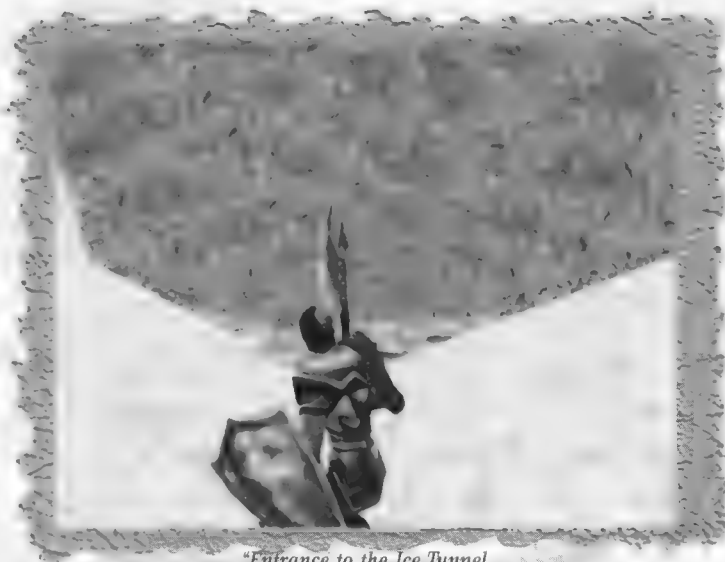
You encounter more Ice Elementals, and consequently more mana crystals. It's a good thing you can stack mana crystals in your inventory, or else you'd be really strapped for room. Another corpse lies in the snow.

Soon you find a bend in the valley. The path is marked by two skull stakes, but to the right ... to the right there is something half-buried in the snow. It's a Snap Freeze Spell book. Learn it, live it, love it.

Continue down the road, past the skull stakes. You'll encounter Ice Titans, but as long as you don't let them gang up on you, they shouldn't be much of a problem. One carries the type of mana crystals you found outside the Glaciers.

At the fork in the path, head right.

Continuing, the ground abruptly changes and you find yourself facing a vast tunnel of ice.



"Entrance to the Ice Tunnel"

In a way, finding an ice tunnel is a good sign. Captain Ursan can't be out in the open, or Aerin would have found him on her own. Maybe this is how he disappeared from sight.

It takes a few jumps to get down safely, but nothing worth noting.

After a short time, the ice tunnel takes a sharp turn downward. There are platforms that you can use to jump down to the bottom. They're not a very convenient height, but you know you'll be able to jump and clamber back up at will.

It's difficult to make out terrain when everything is carved out of ice, but you can just make out that there are platforms — possibly natural formations — that provide safe jumping areas. They tend to zigzag back and forth, but the pattern isn't regular enough to take for granted. It's a long, long way down.

The drop eventually evens out. After a while you come to the entrance to an enormous cavern carved out of blue glacier ice. Stalactites and stalagmites are everywhere, and there seem to be frozen bridges that cross the open area. As far as you can tell, you can't see that they lead anywhere.

On a guess, head to the left. If nothing else, it has the benefit of simplicity.

Before you get very far, you'll encounter an Ice Titan. There's something strangely odd and glittery about their green skin, so before switching over to a bladed weapon, see how they react to the club. They should prove very susceptible to the blunt weapon. That makes things a little more convenient ... no need to keep switching your weapons.

The cavern narrows to a tunnel, and you'll encounter transparent Ice Elementals that have mastered the fine art of camouflage in these arctic surroundings.

Past them and around a turn, you'll spy something decidedly odd-looking in the distance. There's nowhere else to go but forward, so you take a closer look. It's some sort of vast construct ... like the largest airship you've ever imagined. It's difficult to see whether it is being built or deconstructed, but it's definitely in pieces.

There seems to be a round door of some sort, but it remains obstinately shut. After investigating as long as seems reasonable, continue down the corridor.



Enormous Ship

After a while, the terrain changes from rough-cut ice to cobblestone, and you find yourself at an intersection of tunnels.

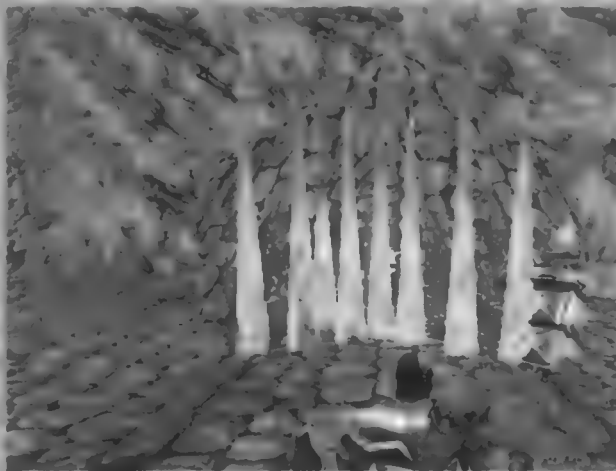
There's a statue of an Ice Titan, in a martial stance, as though defending something. Continuing to the right, the cobblestones give way to raw ice and more caverns again, but the path-way to the left is paved. It seems logical to follow the path most travelled.



Statue at Tunnel Intersection

It curves to the right, and suddenly reveals a cavern with an enormous statue in the center. Standing near the statue are a number of Ice Titans, which

is a very good sign. Where else do you keep so many guards if not near something you don't want others to have? And if they don't want you to have something, you obviously want it.



Ice Titan King's Cavern

Charge into the cavern, and find out what it is you want.

Among other things, you want the Ice King's Club. You'll have to kill him to take it, but it's worth it.

Toward the back of the cavern you find a small bricked-in jail cell, with bars made of rock-hard stalagmites. With a few determined swings, you break an opening in the giant crystals and step in to talk to Captain Ursan.

He questions you as to his friends, whom you optimistically decide probably aren't the dead Crusaders you passed, and then he declares that he has "something to return to Celestia." Well, that's fine and good. You've been here long enough to discover that plate mail is miserable in cold weather; it's time to hitch a ride and finally travel in comfort.

Captain Ursan guides you out of the Ice Tunnels ... it turns out there's a much easier way in, close to where his airship crashed ... and back to where Aerin is waiting.

Unfortunately, that's where your hopes of an easy ride back are dashed. Captain Ursan gives you a scroll and tells you to take it to Corantha. He is going directly back to the Citadel to report to Celestia and rally the forces to storm the Stronghold. They'll wait for you to bring the Dwarves' reply. Aerin walks back to her ship without a glance back.



Freeing Captain Ursan

Today I managed to penetrate the lair of the ice titans and rescue Ursan. What did I get for my troubles? Abandonment here on this block of ice! As I write this, I am watching Aerin's airship disappear into the distance, carrying her and Ursan back to the Citadel.

Meanwhile, I'm left here to fight my way to Corantha, where I must deliver a message to King Dain in the form of a scroll. Even though I am off to the land of the Dwarves once again, I believe that my reception will be warmer than that from my own kind!

Of course, I have been wrong in the past ...

PART VI

Taking the Scroll to Corantha

Well, no sense standing in the cold thinking about how much simpler your life was before you ever met Captain Ursa. Might as well head back to Corantha ... it sounds like once you get this scroll delivered you'll be on track for the biggest battle you've ever experienced.

A part in that battle — possibly the utter destruction of the Fallen — would be worth all the ridiculous messenger-boy work you've been doing.

Out of the corner of your eye, you see something ... different. Take a look at the entrance to the Catacombs. Just Beautiful. They've collapsed, and are now a tumbled mass half buried in snow. Well, so much for returning via the familiar passageways. Well, good. You were getting bored of the same-old, same-old anyway.

In my attempt to deliver the scroll to King Dain, I have discovered that the Catacombs through which I passed to reach the glaciers have collapsed. It looks as if I will have to travel through Duskwood to get to Corantha.

Walkthrough

Take the path marked by the signpost. In a surprisingly short time, the terrain will change from ice to rock, and from rock to soil. Soon you'll be down from the glaciers entirely, and on your way through Duskwood.

It's no surprise to you that you encounter a Dasher on the path, or that it attacks with that strange, skittering speed. Or that it falls quickly. Its tale of possession by a Deceiver, however, was unexpected and illuminating. He just happens to have a rune that will soon prove useful.

So, your mind made up, turn around and return to the Glaciers.

I was set upon by a Dasher that I killed with little trouble. As it lay dying at my feet, I noticed a dark, cloudy patch that seemed to hover above its back. As I watched, this patch drifted away. With its last breath, the Dasher explained that their hostility is due to creatures, "Deceivers," that ride on their backs and send them into bloodthirsty frenzies. These Deceivers are ghostly beings that are immune to normal and magical weapons, but there is a spell, hidden somewhere in the glaciers, that endows the Deceivers with substance and makes them vulnerable to attack.

Looking for the Spell

Actually, you've got a pretty good idea where the spell might be found. There's something awfully mysterious sitting in the middle of those ice tunnels, and it probably holds the answer to your current problem. Actually, the hard, cynical part of your soul knows it probably holds far more than just a single spell.

You enter the tunnels through the "back door" near Captain Ursan's crashed airship. If you recall correctly, you take the same route through the glacier valleys that leads to the Ice Tunnel entrance, only when you reach the fork in the path (past the two skull sticks), you take the branch that leads left.

Try out the Ice King's Club on the Ice Elementals. *That'll* keep them in line!

There are an unusual number of undead in your way, including a couple of Dark Mages. Crush them. Don't forget to use the Lightning spell.

At this point you have to wonder what, exactly, the difference would be between a pitched battle of Necros' Fallen and the Crusaders, and your everyday wading through the oceans of undead that seem to find you no matter what corner of the world you're travelling through.

The door into the ice tunnels leads to a paved path. At the first fork (with a statue of an armed Ice Titan) head left, then at the next fork head right. Go all the way through the large cavern — veering left and then right — and into the tunnel that leads to the airship.

That intriguing ship, and its locked hatchway, is your goal. It could just be that you have a key in the form of the hand-held rune you picked up from that last Dasher.

Running through the cavern you realize that it is *not* your imagination, but that the stalactites tend to fall from the ceiling and plunge into the ground dangerously near you. Well, they haven't hit you yet. You've fought the minions of Necros far too long to be wasted by some overgrown icicle, anyway.

Walkthrough

At least the undead on the ice-bridges don't seem to be hurling spells at you as you run across the floor. Hitting an enemy that far away, and positioned high above you, is not your *forté* by any means!

When you finally reach the ship, pause for a moment and take stock of the situation. The hatchway is guarded by an Archmage, the toughest undead you've ever encountered. Prep your best spells and weapon, run straight at him and try to keep him off balance. Hammer him like a winter storm until he finally falls.

Your hard work will pay off by being able to liberate a Reflective Shield, Kenren's Ring of Concentration, and heavy plate mail from the corpse. Definitely take the ring. The rest is up to your own preferences.

Inside the Ship

This ship is entirely alien to anything you've ever seen. There are long, cylindrical platforms that seem to run the distance of the interior of the ship. From your vantage, the other platforms don't seem to lead anywhere different from the one you're standing on.

Within a few steps you realize that balance is going to be of primary import. Like on a balance beam, a wrong step will send you falling. Below you see only blackness ... and no way to regain your former foothold.

The problem becomes clear nearly immediately.



Hatchway to Ship's Interior

PART VI: Taking the Scroll to Corantha

The interior of the ship is as competently guarded as the outside. The defenders use spells which, if your footing is at all precarious, will send you flying into darkness. Be certain that you are centered — and facing your opponents directly — at all times.

Fireball may be your best defense against these creatures. Fireball and a good overhand swing. The sooner you can get close enough to instigate hand-to-hand combat, the better. The *really* weird thing is ... don't these look an awful lot like Celestia's Black Knights?

Eventually your path will break up into a series of jumping pedestals. Carefully navigate these, just as you did in the Catacombs. Beyond, past more of those weird red-eyed creatures, is a Revelation spellbook. Take it, and turn back.

Remember that whoever runs this ship is probably much more comfortable with these sorts of walkways than you are ... so don't assume that just because you've cleared it on the way in, it's still clear. Expect to meet more opposition on the way out.

Return to the portal, and step out into the friendly, familiar environment of the Glaciers.



Inside the Ship

Walkthrough

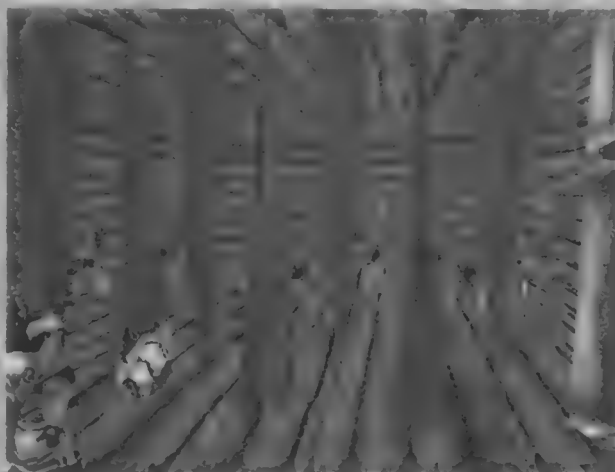
Time to get going. Heading right (with the portal to your back) leave the tunnel with the ship. Stay to the right and you'll quickly come to the main entrance.

If you don't feel up to clambering up all the ice stairs, continue past the first right, and instead keep going straight. Stay right

at the next fork, and then take the next left. It will narrow into a tunnel. The first fork will have the statue of the armed Ice Titan — head to the right and you'll find the door to the outside.



Dasher Barricade



Possessed Dashers

You should take a Soul Drinker spell book from one of Necros' shadows inside the tunnel, and a Snap Freeze spell book from a Dark Mage outside. With all this book learning, you could retire to a life in academia.

Right.

Duskwood

Head back down the path, marked by the signpost, into Duskwood ... and Dasher territory.

Down the road, you'll encounter a roadblock made of huge sharpened timbers. Approach the Dashers standing guard and explain your discoveries. They'll give you one chance ... and only one chance ... to prove your theories correct. That's easy enough with the Revelation spell, and within moments you've freed the enslaved Dashers and won a place of honor in their lofty kingdom.

Now all that's left is to deliver your message and take your place for the epic battle that's brewing back home.

I have managed to do it again. I am currently an honored guest of the Dashers in their magnificent treetop city, after having won their trust. I managed to find the spell in a glacial cave, and I demonstrated it on several possessed Dashers. Under the very eyes of my hosts, the Deceivers took form and were able to be killed by the guards.

I must return once again to my mission and deliver the scroll, given to me by Vrsan, to King Dain in Corantha.

Return to Corantha

Not that you haven't been spending your time well or wisely, but it's time to get back to the business of destroying Necros' reign of terror. Don't worry about offending your hosts ... they have an unrepayable debt of honor to you, they can learn to handle a few abrupt departures.

Head out of the prison house, crossing the bridge. Be careful not to fall off, of course, but also try not to knock any locals off as you pass them. You might encounter a few bridges that are too steep or slippery to walk up, but you can always jump over the tricky parts.

When you get to the first building, turn right and go into the next room. There are two doors facing you — take the one to the right. Take the exit that is ahead and cross the bridge to the next building.

Immediately take the exit to your left and cross to a small, one-room building. You'll see a sign that points the way to the surface of Duskwood. Take it, then take the other bridge connecting to it, and you'll be on the ground.

Unfortunately, you won't be the only thing on the ground. Be prepared to meet undead ranging from Warriors to Dark Mages. Try to fight from the top down, tackling the Mage, then the Shadow skeletons.

If you step out of the ground-level house and turn around so you're facing back up the bridge, you'll be pointed at the road that leads to Corantha.



Dead Dwarf Deceiver

You'll encounter opposition, of course, but that just spices up the journey. The next fork in the road will have a signpost pointing to the right, letting you know the way to Corantha.

You get an unhappy feeling that Necros must be doing fairly well to be able to afford so many Skeleton Ghosts on outback roads like this one. It takes a little time to dispatch these, but it doesn't take anything but a little muscle to clean up the roads. Their healing potions make the whole experience little more than weapons practice.

Soon you'll find yourself entering Corantha and running down those unusual open-air tunnels. In moments you're delivering the message to Prince Dain ... only now it's *King* Dain ... and reveal that the Deceivers have made it into their council chambers.

A cursory look at the townspeople shows no Deceivers.

Keep an eye open, too. There's a Stone Skin spell book near the break in the wall, on the pile of rubble. No telling why it's there, but no one can say you don't need it.

Then it's time to head out and open the door to the Stronghold so the Crusaders can start the battle. Oh, that and have a little talk with Captain "why don't you just take this blank scroll and walk to Corantha" Urgan.

In Corantha, I discovered that the Deceivers have been infecting Dwarves as well. Indeed, one of the Dwarven Counselors was so infected! I cast the Revelation spell and the Deceiver was cut down by a dwarven guard. I wonder whether Humans have also been targeted by these foul creatures.

As it turns out, the scroll that I spent so much time and effort in delivering was blank!!! I pray that I will meet Vrsan on the field of battle! I am now headed for the Stronghold for what I believe to be the decisive battle between the Humans and the Legion.

PART VII

Opening the Stronghold Door

Leave Corantha and take a right at the fork ... the one that has a sign pointing the way you came, saying: Corantha.

The next fork is the one that has the sign that has sorely tempted you all this time. Finally, it's time to go down the road that leads to the Legion Occupied Stronghold.

The road is, as expected, heavily guarded by the Fallen. Keep a lookout for a Big Ugly. There's a Dark Master who's incredibly hard to take out, but he has a Spectral Ally spell book and a nice Flamestinger blade to make it worthwhile.

Let's just say you'll know the Stronghold when you see it.



Entrance to the Stronghold

Walkthrough

The city side of the Stronghold is entirely locked up and abandoned. Only the undead walk the streets. The good news is that this means you don't have to be careful about who's in the vicinity when you let loose with a Lightning spell. The bad news is that you've got to wade through an awful lot of enemies before you can even get to the Stronghold proper.

Coming in through the gate, your way will be blocked by a brown building with a burned sign above the door. Go around this house to the right. At the back of the building is another building, this one of red brick. All you can see is a wall. Head to the right around this building, as well.

Behind the red brick building are two buildings, one of brown stone with thick white mortar, and another, slightly taller one of blue and orange brick. Walk down the lane between these two buildings. The alley behind the brown and white building has blue arches, and at the end the road angles sharply upwards. This is the transition between the lower "city" Stronghold, and the middle, lower-rent district.

Go up the ramp and head between the smaller homes. There are some small crates between the houses that probably weren't left by the residents. Some glow with an eerie yellow light.

At the end of that lane is another ramp. This leads into the older, "upper" district part of the Stronghold. From the top of the ramp, two streets lead in different directions. Take the street that goes to the left, under the archway. (The one that has the decorative orange brickwork only leads to a dead end.)

Follow the street until you see the large doors, just past the brick archway. These are the doors that the Horn of Shattering will destroy. Walk up to them and do your thing.

Prepare yourself for a real fight, and walk inside.

Inside the Stronghold

You'll immediately notice that the architectural plan is essentially a mirror-image of the other side of the Stronghold ... the side you are more familiar with from your unfortunate incarceration.



A Look Inside the Stronghold

Checking, however, reveals that there are no convenient levers to open the doors. You'll have to do this the hard way. There's only one opening to the interior of the Stronghold, just inside of the gate.

Take the stairs up.

As you probably expected, the place is crawling with serious defenders. There are Dark Mages, Dark Masters, and who knows what all. If you're lucky, there won't be any fighters left when you open the door for the Crusaders!

The second level of the Eastern side of the Stronghold has only one exit. After the bend in the balcony, there are stairs heading upward. Run up these as well.

Walkthrough

Take the path to the left, heading out under the open sky, and into the covered area. Continue to the left and across, and left and across again.

At the last corner tower, there will be stairs heading down. Since there aren't any alternatives, take the stairs.

The second level will have steps leading down to the right, a balcony ahead of you, and a passageway to the left. That seems like a lot of choices, but all the doors on this level are locked, so you might as well go down another flight of stairs.

Go through the courtyard, and up the few steps beyond. The corridor will curve to the left, and beyond you'll hear the sound of torches. Follow the sound and you'll discover a central corridor, with doors on all walls.

To the left is a kind of impromptu storage area that you can leap to, if you're feeling deprived of loot. For one thing, it's got a Holy Wrath spell book.

To the right of the corridor where you entered is a corridor of stairs leading down ... once again, this is your only option without backtracking, so down you go.

Fight the skeletons at the bend in the passageway, and then head down the stairs again. This passageway has windows overlooking courtyards to the left and right, and there you see something very interesting



View of Necros' Gigantic Flying Ship

PART VII: Inside the Stronghold

The second set of windows to the right reveals a gigantic flying ship, obviously still under construction. Unfortunately, there doesn't seem to be any way to leap to it and survive, so you have no choice but to continue down the passageway ... although now you're thinking of more than simply opening the door to troops waiting outside.

At the end of the passageway is an open-air courtyard, and then the corridor continues away to the left, ending in a curving staircase that spirals up counterclockwise.

Finally! When you step out you see to your left an open courtyard, and it's one you're quite familiar with. You've reached the side of the Stronghold from which you originally escaped ... the door to the cells still remains open, although the gate to the outside is closed again. Well, that can be fixed.

Leap down and destroy the undead, then go into the alcove and throw the lever to open the gate.

Well, imagine that! There *are* Crusaders waiting outside. Captain Ursan is not as treacherous as he might have been, although now that you look carefully, he's not one of the troops present. Maybe he's commanding from behind?

You push through the Crusaders and head down the road to look for him. Before you reach the first bend in the road, however, you spy Aerin's ship. Maybe she knows what's going on.



Crusader Troops Waiting Outside Gate



Aerin Offers to Take You to Necros

As it turns out, she knows much more than you expected. Apparently Necros has made his escape in the giant airship you saw earlier. Aerin offers to take you to meet him, and you of course agree. You never dreamed you'd have such an opportunity as this!

Just as victory seemed within our grasp, Necros escaped in his weapon — an airship that appears as if it's in the final stages of construction. He appears to be heading for the Citadel, and I must give chase in Aerin's airship. I will not fail!

The Final Battle

Stepping into Necros' battleship, you know you are surrounded by a construct of blood and steel. In the background is the droning sound of mammoth machinery.

The living corpses that attack you from around every corner seem out of place with the sterile newness of the ship.

Continue down the corridor. The crates and gaping holes in the walls attest to the half-finished state of the airship. Apparently Necros thinks that it's ready to take on Celestia in her floating Citadel, and to a certain extent, you hope he's right. If this thing hiccups and falls out of the sky, it'll do more than dent your armor.

Come to think of it, that dripping sound is less than encouraging.

At the end of the corridor is a door that opens automatically. It seems to be some sort of central nexus, with a crystal array in the center of the room. It's guarded, but not heavily. Or rather, there's an ArchMage and a couple of Skeleton Ghosts, but it could have been worse.

At the back of the room is another door, invitingly open. Going through it reveals a corridor made of dizzyingly transparent glass. Something tells you that Necros is nearby.

Prepare for battle.



Meeting Necros

Walkthrough

At the end, past the single guard, is Necros' lair.

Bring your health up to maximum. Same with mana. Prep your favorite weapon, and put Greater Healing potions in your ready-to-use slot. Get ready to cast Slow ... a lot.

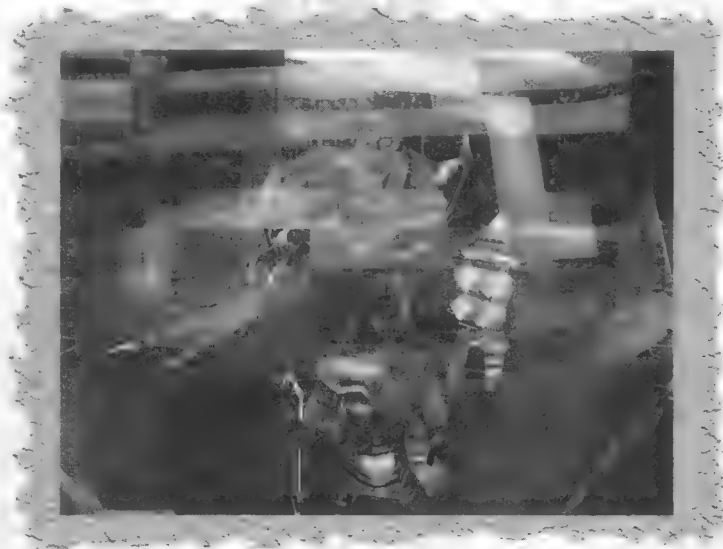
Keep in mind, no matter what you do, this is going to hurt. The trick is going to be surviving long enough to destroy your enemy.

Go through the door. This triggers an introduction where Necros tries to win you over, and you remain unswerving in your avowed quest to pound him into paste.


Once everyone's position on the matter is understood, Necros will reveal his true form and attack.

Cast Slow, and immediately rush him. This battle isn't going to be decided with magic ... he's a much better sorcerer than anyone you've ever faced. Frankly, he's a much better sorcerer than you are. Don't play to his strengths, play to yours.

In other words, hit him, and keep hitting him until he's dead.



Fighting Up Close and Personal

Note: the most useful blow is your overhand smash, which you do by holding  and striking. This gives extra power to each blow that connects, plus keeps him from moving away from you as easily.

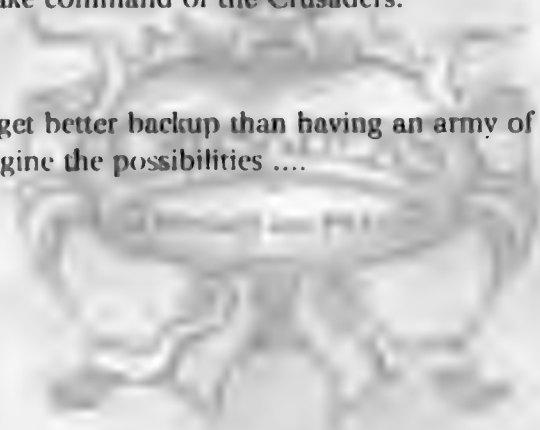
Use your Healing potions as you need them, and cast Slow as often as seems useful. They don't last long, and they don't always work on him, but every little bit counts.

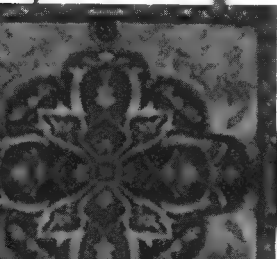
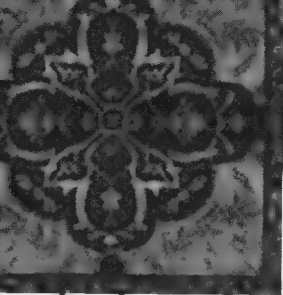
Eventually, the cause of justice and a strong right arm will prevail, and Necros will fall to your onslaught.

After that, there's nothing left but to receive the adulations of the people. King Dain and the Dashers seem to have the homefront under control, but they invite you to take command of the Crusaders.

You accept.

After all, you can't get better backup than having an army of Crusaders at your back! Just imagine the possibilities





What You Will
Encounter &
Where

A Listing of the
Loot You Can Find
By Encounter

Transport To Citadel A

Cador Sul A

To Catacombs A (p. 216)

Cador Sul B

SECRETS

Herein, find fair warning of the encounters you will have along the way, as well as the loot you can gain from those encounters. (Note that in some cases, the available “loot” includes a merchant’s goods, and trying to take any such goods without paying fair price will result in extreme indignation.) Gray boxes mark optional areas — you don’t have to visit them, but they usually contain more opportunities to gain experience and loot.

If you prefer to work through the game without knowing these secrets ahead of time or if you would like to see a larger version of the maps, refer to *Maps*, p. 116.

Western Stronghold

Start

PART I: Escape from Stronghold

WESTERN STRONGHOLD

Captain Ursan

Human Civilians

Dwarf Civilian

Shadow

Health10

LootGreater Healing Potion (1)

Skeleton Warrior x 10

Health5 (4)

Health10 (4)

Health15 (2)

LootGreater Healing Potion (4)

Healing Potion (1)

CADOR SVL B

Witchy Woman (Human Civilian)

Old Guard

LootHealing Potion (1)

Merchant

Human Civilians

Skeleton Warrior x 10

LootGreater Healing Potion (2)

Healing Potion (7)

Speed Potion (1)

Other Loot

Mana Crystals, Air Resistance Potion (2),
Fire Resistance Potion, Healing Potions,
War Hammer, Room Key, Scale Armor

CADOR SVL B (Inn)

Human Civilians

Loot

Mana Potions, Healing Potions,
Greater Healing Potion, Room Key,
Fire Resistance Potion, Shield of Quality

CADOR SVL A

Aerin

Human Civilians

Skeleton Warrior x 3

LootHealing Potion (2)

Other Loot

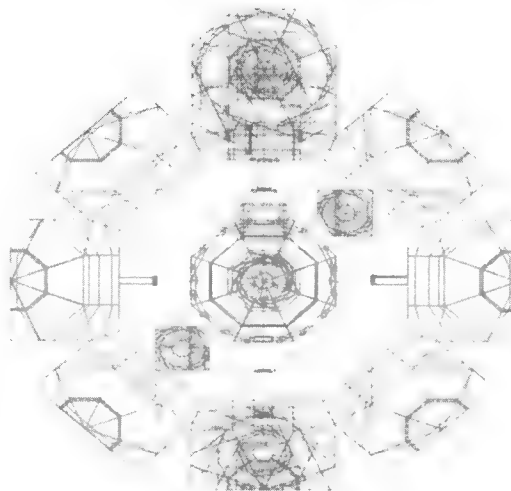
Mana Crystals, Fire Resistance Potion,
Cursed Axe, Healing Potions,
Speed Potions

Citadel A



Transport To Cadon Sul A

Citadel B



Stairway To/From Citadel A

Become a Crusader

CITADEL A

Aerin

Human Civilians

CITADEL B

Celestia

Black Knight x 2

High Guard x 12

LootHealing Potion (2)

Old Guard x 3

LootMana Potion (1)
Healing Potion (1)

Merchant

Human Civilians

Other Loot

Longsword of Quality, Healing Potions,
Greater Healing Potion, Speed Potion,
Scale Armor

*A few guards come and go as Celestia
talks with you.*

CITADEL A

Aerin

High Guard

Slash Resistance30%

Bash Resistance50%

Old Guard

LootHealing Potion

PART II: Starting for Corantha

CADOR SVL A

Aerin

Human Civilians

Skeleton Ghost

LootSpeed Potion (1)
Greater Healing Potion (1)

Skeleton Warrior x 3

LootHealing Potion (1)
Greater Healing Potion (1)

Other Loot

Vampiric Shield, Lightning Spell Book

CADOR SVL B

Witchy Woman (Human Civilian)

Old Guard

LootGreater Healing Potion (1)
Mana Potion (1)

Merchant

Human Civilians

Other Loot

Torch Light Spell Book, Leather Armor,
Speed Potion

CADOR SVL B (Inn)

Human Civilians

Other Loot

Whatever you didn't pick up the first time
through, plus more Healing Potions

WESTERN STRONGHOLD

Dark Mage

Shadow

Skeleton Ghost

Skeleton Warrior x 2



Catacombs C

Catacombs B

Catacombs A

From Cador Sul A

The Catacombs

CATACOMBS A

Skeleton Warrior x 7

LootHealing Potion (3)

Other Loot

Shield of Swiftess in Action

CATACOMBS B

Rock Elemental x 2

LootMana Crystals (1)

Skeleton Ghost x 2

LootGreater Healing Potion (2)

Skeleton Warrior x 27

LootHealing Potion (9)

Other Loot

Amber Ring of Quickness,
Banded Armor, Mana Potion,
Stone Skin Spell Book,
Blade of the Burning Heart

Passageway, Arenas

CATACOMBS C

Rock Elemental x 7

LootMana Crystals (3)

Skeleton Ghost x 3

ArmorBanded Armor (1)

Skeleton Warrior x 13

Other Loot

Greater Healing Potions,
Mica's Key,
Fireball Spell Book,
Speed Potion,
Shield of the Crusader

PART II: The Catacombs, Duskwood

Duskwood

DUSKWOOD A

Dasher Brute x 41

LootHealing Potion (10)
Speed Potion (1)
Greater Healing Potion (1)

Ogre x 17

ShieldShield of Quality (1)
LootHealing Potion (9)
Greater Healing Potion (3)
Speed Potion (2)

DUSKWOOD B

Dasher Brute x 40

LootHealing Potion (10)
Mana Potion (2)
Heroism Spell Book (1)
Greater Healing Potion (5)

EASTERN STRONGHOLD A

Dark Mage x 2

Dark Master

Shadow x 2

Skeleton Ghost x 3

Skeleton Warrior x 10



Elevator up
to Corantha

Corantha Mines B

Corantha Mines A

Elevator
up from
Corantha
Mines B

Corantha

To/From
Duskwood B

Corantha

CORANTHA

Dwarf Legionnaire x 6

Dwarf Councilor x 3

Dwarven Civilians

Dwarf Merchant x 3

Dwarf Miner

Loot

Dragontamer's Ring, Speed Potion,
Theodore's Ring of Vigor,
Axe of the Western Storms,
Shield of Envious Health, Obsidian
Hammer, Greater Healing Potions,
Stone Skin Spell Book

PART III: The Corantha Mines

CORANTHA MINES A

Dwarven Iron Pick Rebel x 4
Dwarven Iron Pick Zealot x 3
Dwarf Miner x 2
Rock Elemental x 3
Loot
Soul Sucker

CORANTHA MINES B

Dwarven Iron Pick Rebel x 10
Dwarven Iron Pick Zealot x 7
Lava Elemental x 3
Rock Elemental x 2
Other Loot
Lightning Spell Book

CORANTHA

Dwarf Legionnaire x 4
Dwarf Councilor x 3
Dwarven Civilians
Dwarf Merchant x 4
Dwarf Miner
Loot
Dragon­tamer's Ring, Speed Potion,
Axe of the Western Storms,
Shield of En­viable Health,
Obsidian Hammer, Banded Armor,
Greater Healing Potions

CORANTHA MINES A

Prince Dain Stoneheart
Dwarven Iron Pick Rebel x 10
Dwarven Iron Pick Zealot x 7
Lava Elemental x 3
Rock Elemental x 2
Loot
Torch Light Spell Book

CORANTHA MINES B

Prince Dain Stoneheart
Dwarven Iron Pick Rebel x 10
Dwarven Iron Pick Zealot x 7
Lava Elemental x 3
Rock Elemental x 2
Loot
Fireball Spell Book

CORANTHA

Prince Dain Stoneheart
Dwarf x 3
Dwarf Councilor x 3
Dwarven Civilians
Dwarf Merchant x 4
Dwarf Miner
Loot
Greater Healing Potions, HellStar,
Water Resistance Potion,
Plate of Elemental Protection,
Shield of Sanctuary, Winter's Axe,
Banded Mail of Reason, Calder's Pick,
Drujer's Wrathful Hammer,
Blade of the Morning Prayer,
Longsword of Quality

PART IV: Prince Dain's Scepter

DUSKWOOD B

Dasher Brute x 40

Loot Healing Potion (10)
 Mana Potion (6)
 Speed Potion (1)

Ogre x 8

Loot Healing Potion (1)
 Mana Potion (1)

Other Loot

Shield of Mighty Deeds

DUSKWOOD A

Dasher Brute x 23

Loot Healing Potion (6)
 Mana Potion (5)

Ogre x 14

Loot Soul Drinker Spell Book (1)
 Mana Potion (2)
 Healing Potion (3)
 Scepter of Regency
 Dasher Necklace

DUSKWOOD B

Dasher Brute x 35

Loot Healing Potion (12)
 Mana Potion (2)
 Greater Healing Potion (3)

Other Loot

260 Gold, Greater Healing Potions,
 Mace of the Righteous

Corantha



EASTERN STRONGHOLD A

Dark Mage x 2

Dark Master

Shadow x 2

Skeleton Ghost x 3

Skeleton Warrior x 10

CORANTHA

Prince Dain Stoneheart

Dwarf x 4

Dwarf Councilor x 3

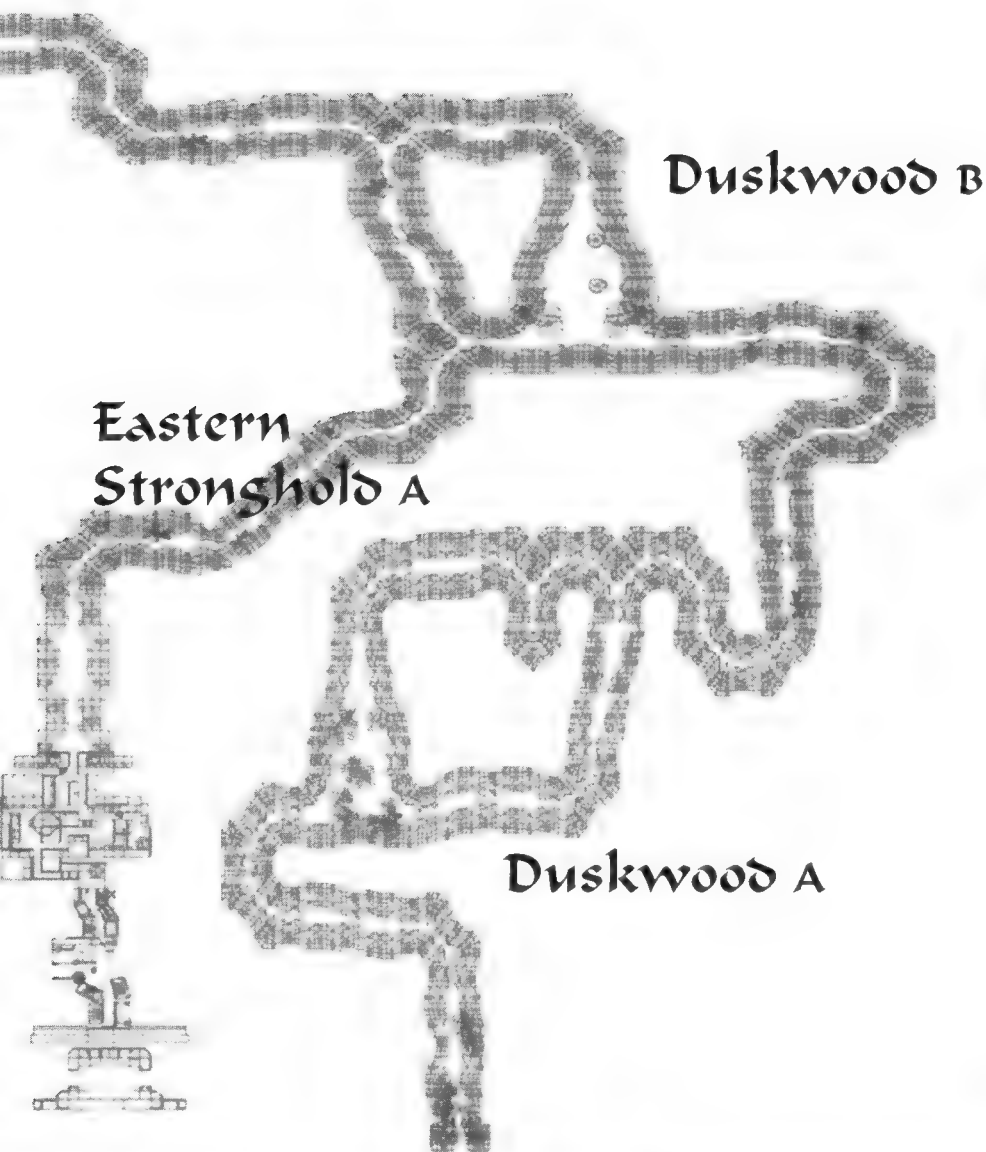
Dwarven Civilians

Dwarf Merchant x 4

Dwarf Miner

Other Loot

Horn of Shattering,
 Plate of Elemental Protection,
 Banded Mail of Reason,
 Shield of Sanctuary, Winter's Axe,
 Water Resistance Potion,
 Greater Healing Potions, Healing Potions,
 Speed Potion, Calder's Pick,
 Drujer's Wrathful Hammer,
 Blade of the Morning Prayer,
 HellStar, Longsword of Quality



From Corantha

**Eastern
Stronghold A**

Duskwood B

Duskwood A

To Catacombs C

Bringing the Horn of Shattering to Celestia

DUSKWOOD B

Dasher Brute x 35

Health80 (1)

Experience75 (1)

LootHealing Potion (5)

Mana Potion (3)

Heroism Spell Book (1)

Ogre x 8

LootHealing Potion (2)

Mana Potion (1)

Skeleton Warrior x 7

LootHealing Potion (1)

Mana Potion (1)

EASTERN STRONGHOLD A

Dark Mage x 2

Dark Master

Shadow x 2

Skeleton Ghost x 3

Skeleton Warrior x 10

Other Loot

Fireball Spell Book

DUSKWOOD A

Dasher Brute x 23

LootHealing Potion (4)

Mana Potion (8)

Ogre x 3

LootMana Potion (3)

Skeleton Warrior x 6

LootMana Potion (2)

Healing Potion (2)

From Duskwood A

Catacombs C

Catacombs B

Catacombs A

To Cador Sul B

The Catacombs

CATACOMBS c

Dwarven Iron Pick Rebel x 15

Dwarven Iron Pick Zealot x 3

Rock Elemental

Dark Mage

Health160

Experience200

WeaponFist of Necros

Spells .64: Fireball 2 (Homing Fireball)

Speed+10%

Gold210

LootGreater Healing Potion (1)

Boomer Axe (1)

Skeleton Ghost x 4

Skeleton Warrior x 17

Other Loot

Large Iron Club, Mana Crystals,

Fire Resistance Potion,

Greater Healing Potions,

Jade Ring of Thought,

Mace of Unbridled Faith

CATACOMBS b

Rock Elemental x 6

LootMana Crystals (2)

Lava Elemental

LootSpeed Potion (1)

Skeleton Ghost x 10

LootGreater Healing Potion (4)

Skeleton Warrior x 21

LootHealing Potion (4)

Greater Healing Potion (1)

Other Loot

Crystal Ring of Force,

Healing Potions,

Greater, Lesser Healing Potions,

Mana Crystals

CATACOMBS a

Dark Mage x 2

Health80 (1)

WeaponSoul Sucker (1)

Gold94 (1)

Shadow x 3

WeaponShadow Blade (2)

LootGreater Healing Potion (1)

Skeleton Ghost x 9

Skeleton Warrior x 21

LootHealing Potion (1)

Greater Healing Potion (1)

Other Loot

Vampiric Shield,

Lightning Spell Book

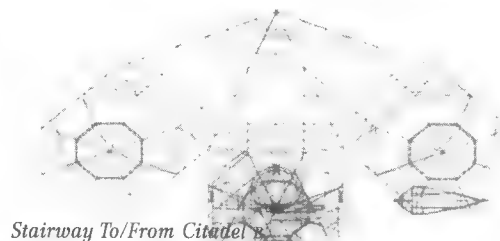
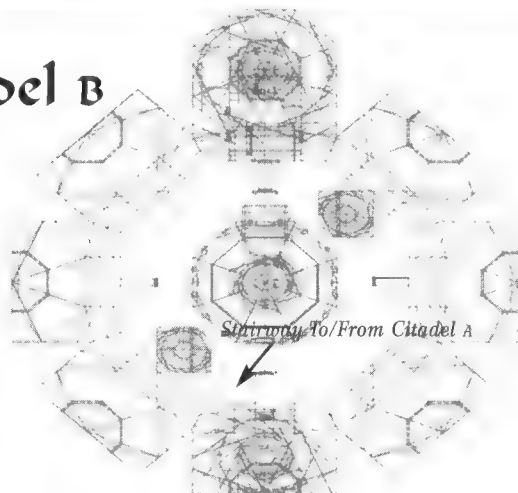
Citadel B

Transport To/From Citadel A

Cador Sul A

From Catacombs A

Cador Sul B



Citadel A

Transport To/From Cador Sul A

Western Stronghold

PART IV: Handing Over The Horn

Handing Over The Horn

CADOR SVL B

Witchy Woman (Human Civilian)
Old Guard

Loot Lesser Healing Potion (1)

Merchant

Human Civilians

Other Loot

Holy Avenger, Greater Healing Potions,
Shield of Swiftness in Action,
Heavy Plate Mail

CADOR SVL B (Inn)

Human Civilians

Slow Spell Book, more potions,
The Embiggener

WESTERN STRONGHOLD

Dark Mage

Shadow

Skeleton Ghost

Skeleton Warrior x 2

Loot

Soul Drinker Spell Book

CADOR SVL A

Farid

High Guard x 2

Old Guard x 2

Human Civilians

Shadow

Weapon Shadow Blade (1)

Loot Mana Potion (1)

Speed Potion (1)

Skeleton Ghost x 2

Loot Speed Potion (2)

Greater Healing Potion (2)

Skeleton Warrior x 5

Other Loot

Mana Crystals, Greater Healing Potions

CITADEL A

Farid (Human Civilian)

High Guard

Loot Lesser Healing Potion (1)

Human Civilians

CITADEL B

Celestia

Black Knight x 2

High Guard x 7

Loot Healing Potion (2)

Old Guard x 3

Loot Mana Potion (1)

Merchant

Human Civilians

Other Loot

Longsword of the Crusader,
Healing Potions, Speed Potion,
Light Plate Mail, Spectral Ally Spell Book,
Dragon Scale Armor

CITADEL A

Human Civilians

Transport From Citadel A

Cador Sul A

PART V: Going to Rescue Ursan

CADOR SUL A

High Guard x 4

Loot Fire Resistance Potion (1)

Old Guard x 9

Loot Mana Potion (1)
Greater Healing Potion (1)

CADOR SUL B

High Guard x 15

Loot Lesser Healing Potion (1)
Speed Potion (1)
Healing Potion (1)
Greater Healing Potion (1)

Old Guard x 10

Loot Greater Healing Potion (2)
Lesser Healing Potion (2)

Witchy Woman (Human Civilian)

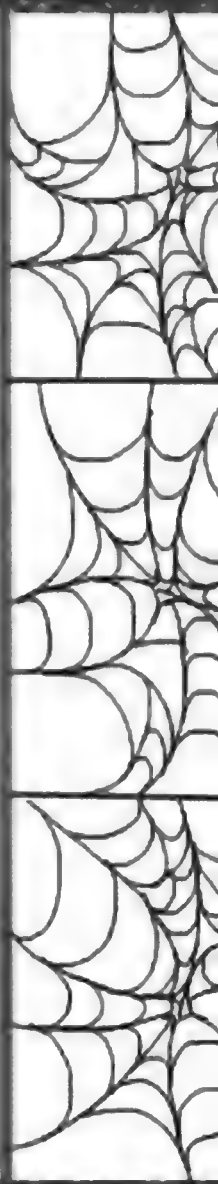
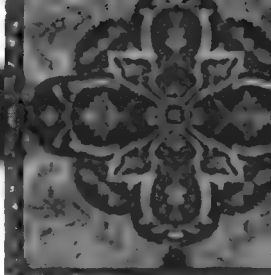
Loot Talisman of True Sight

To Catacombs A

Cador Sul B

Western Stronghold

PART V: Going to Rescue Ursan



CADOR SVL B (cont.)

Dark Master

Health	220
Experience	200
Weapon	Blade of the Burning Heart
Spells	56: Unholy Wrath, Flying Sword, Fireball 1
Dark Resistance	100%
Light Vulnerability	+50%
Air, Fire Resistance	50%
Dark Damage	.6
Loot	Greater Healing Potion (2)

Deceiver

Health	201
Experience	250
Weapon	Soul Sucker
Spells	64: Fireball 2 (Homing Fireball)
Dark Resistance	100%
Water, Earth, Air, Fire Resistance	.60%
Bash, Slash Resistance	.60%
Dark Damage	.8
Fire Damage	.2
Slash Damage	.2

Skeleton Warrior x 7

Dark Resistance	100%
Light Vulnerability	.50%
Air Resistance	.70%
Fire Resistance	.20%
Bash Resistance	.30%
Slash Resistance	.50%
Dark Damage	.3

Other Loot

Air Resistance Potion, Speed Potions,
Greater Healing Potions, Healing Potions,
Mana Crystals

CADOR SVL B (Inn)

Spectral Avenger

Weapon . . . Longsword of the Crusader

Dark Master

Health	400
Experience	250
Slash, Bash, Fire Resistance	.75%
Air, Earth Resistance	.75%
Water Resistance	.50%
Light Vulnerability	+35%
Dark Resistance	100%
Weapon	Blade of the Waking Storm
Spells	88
Dark Damage	.10
Water Damage	.2
Speed	+30%
Gold	220
Shield	Shield of Mighty Deeds
Loot	Greater Healing Potion Danacen's Ring of Constitution

Skeleton Ghost

Health	75
Experience	150
Weapon	Longsword of the Crusader
Loot	Mana Crystals (2)
Bash Vulnerability	+40%
Only Resistance: Slash	.70%
Water Damage	.5

Skeleton Warrior x 5

Health	50-75
Only Resistance: Slash	.50%
Weapon	Shadow Blade (1)
Loot	Healing Potion (1)

WESTERN STRONGHOLD

Dark Mage

Shadow

Skeleton Ghost

Skeleton Warrior x 2

To Glaciers A

Catacombs D

Catacombs C

Catacombs B

Catacombs A

From Cadon Sul B



The Catacombs

CATACOMBS A

Dark Mage x 3

Shadow x 8

WeaponShadow Blade (2)

WeaponFist of Necros (2)

LootGreater Healing Potion (4)

Skeleton Ghost x 16

LootHealing Potion (6)

Greater Healing Potion (2)

Skeleton Warrior x 17

Other Loot

Spectral Ally Spell Book

CATACOMBS B

Dark Mage x 4

LootLesser Healing Potion (1)

Rock Elemental

LootMana Crystals (1)

Shadow x 14

WeaponShadow Blade (5)

LootHealing Potion (1)

Greater Healing Potion (8)

Skeleton Ghost x 13

LootHealing Potion (1)

Greater Healing Potion (1)

Mana Potion (1)

Skeleton Warrior x 8

CATACOMBS C

Rock Elemental x 4

LootMana Crystals (1)

Dark Mage x 3

Shadow x 4

WeaponShadow Blade (1)

LootMana Potion (1)

Skeleton Ghost x 5

Skeleton Warrior x 23

Other Loot

Greater, Lesser Healing Potions,

Shield of Mighty Deeds,

Hellstar,

Banded Mail of Grace

CATACOMBS D

Dark Mage x 5

Dark Master

Shadow x 16

WeaponShadow Blade (6)

Fist of Necros (2)

LootGreater Healing Potion (3)

Healing Potion (3)

Skeleton Ghost x 7

WeaponFist of Necros (1)

LootGreater Healing Potion (1)

Skeleton Warrior x 14

Other Loot

Greater Healing Potions,

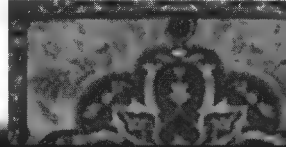
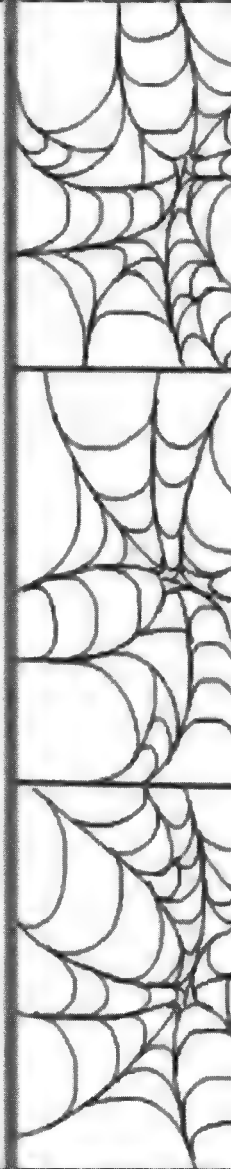
Healing Potions,

Speed Potions,

Water Resistance Potion,

Forsythe's Ring of Swiftiness,

Mana Potion



Duskwood C

Dasher Village

Glaciers A

From Catacombs D

To/From Glaciers B

To/From Glaciers B

Glaciers B

To/From Glaciers A

To/From Glaciers A

The Glaciers

GLACIERS A

Aerin

Ice Elemental x 8

Loot Mana Crystals (8)

Ice Titan x 10

Loot Mana Crystals (1),
Greater Healing Potion (1)

Other Loot

Snap Freeze Spell Book

GLACIERS B

Ursan

Ice Titan King

Weapon Ice King's Club

Shield Ice Shield

Ice Elemental x 6

Loot Mana Crystals (6)

Ice Titan x 15

Loot Healing Potion (2)

Major Ice Titan x 8

Loot Healing Potion (3)

Shadow x 3

Loot Greater Healing Potion (2)

Other Loot

Holy Wrath Spell Book, Slow Spell Book,
Greater Healing Potions

GLACIERS A

Aerin

Ursan

Loot Scroll

Ice Elemental x 5

GLACIERS B

Ice Elemental x 10

Loot

Heroism Spell Book

PART VI: Taking the Scroll to Corantha

DUSKWOOD C

Tamris

Dasher Brute x 6

Health 100

Do Not Attack

Weapon Dasher Hand Bow

Dasher Brute x 7

Dasher Scout

Health 100

Weapon Axe

Do Not Attack

Dasher Scout x 11

Weapon None (7)
Dasher Weapon (4)

Dasher Merchant

Other Loot

Rune; Merchant has nearly all potions

GLACIERS A

Ice Elemental x 8

Loot Mana Crystals (8)

Dark Mage x 2

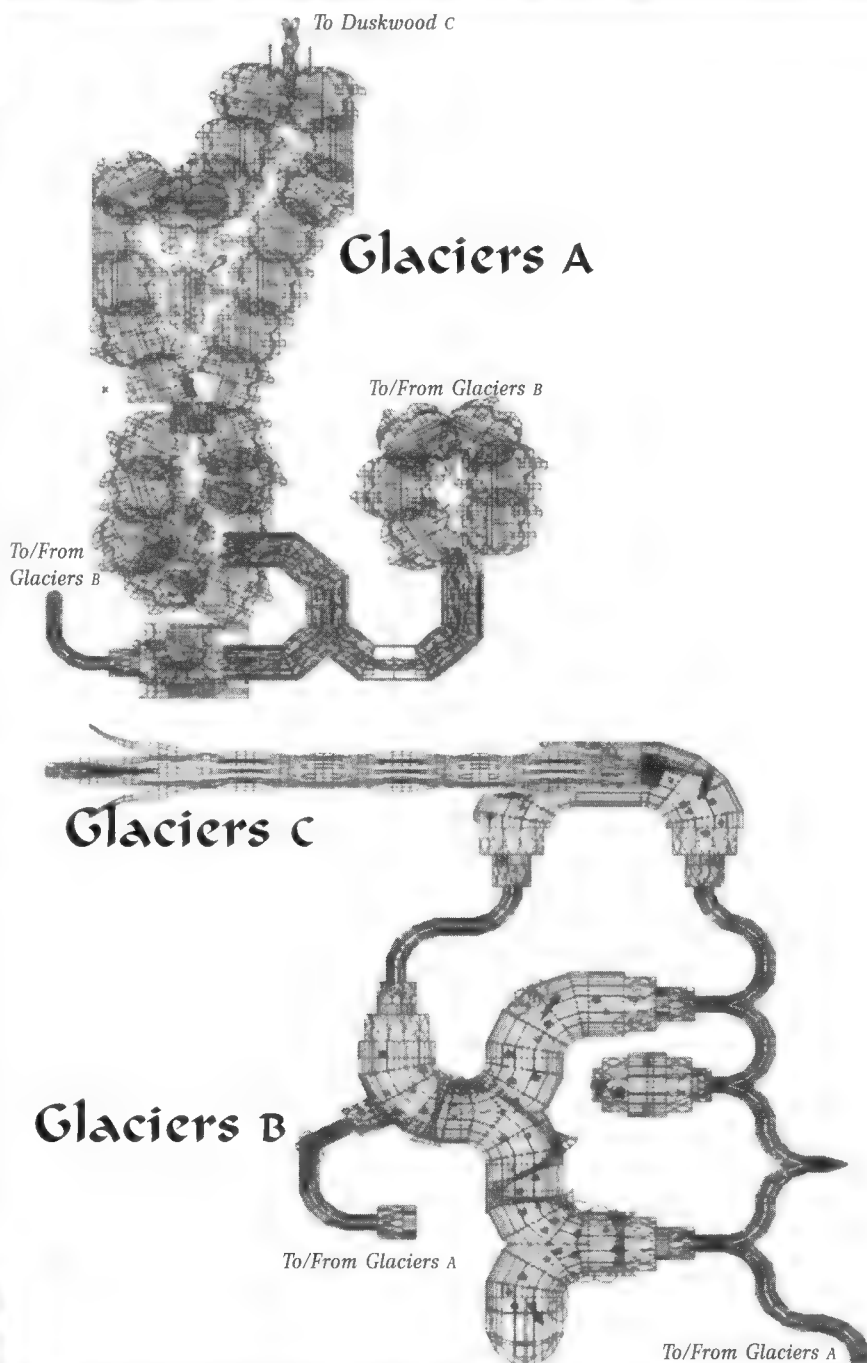
Loot Greater Healing Potion (2)

Shadow x 2

Skeleton Ghost x 4

Loot Greater Healing Potion (1)

Skeleton Warrior x 18



GLACIERS B

Archmage

Armor Heavy Plate Mail
 Shield Reflective Shield
 Gold 290
 Loot Greater Healing Potion (1)
 Kenren's Ring of Concentration (1)

Dark Mage x 3

Weapon Fist of Necros (3)

Shadow x 3

Health 120
 Weapon Shadow Blade (3)
 Loot Healing Potion (3)

Skeleton Ghost x 9

Health 80 (4)
 Loot Greater Healing Potion (1)

Skeleton Warrior x 18

Health 125 (13)
 Loot Healing Potion (1)

Other Loot

Blade of the Silent Chill, Plate of Sanctuary

GLACIERS c

Black Knight x 4

Spells 2: Lightning
 Health 150
 Speed +10%
 Slash Resistance 50%
 Bash Resistance 50%
 Fire Resistance 20%
 Air Resistance 50%
 Earth Resistance 20%
 Water Resistance 20%
 Light Resistance 100%
 Dark Resistance 100%
 Loot Greater Healing Potion (1)

Other Loot

Revelation Spell Book

GLACIERS B

Archmage

Armor Heavy Plate Mail
 Shield Reflective Shield
 Gold 290
 Loot Greater Healing Potion (1)
 Kenren's Ring of Concentration (1)

Dark Mage x 2

Health 90
 Weapon Fist of Necros (2)

Shadow

Health 140
 Weapon Shadow Blade (1)
 Loot Soul Drink Spell Book (1)
 Greater Healing Potion (1)

Skeleton Ghost x 2

Loot Greater Healing Potion (1)

Skeleton Warrior x 11

Health 120 (3)

Other Loot

Blade of the Silent Chill

GLACIERS A

Dark Mage x 2

Weapon Fist of Necros (2)
 Loot Snap Freeze Spell Book (1)
 Healing Potion (1)
 Greater Healing Potion (1)

Shadow x 2

Health 120

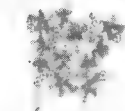
Skeleton Ghost x 4

Health 75

Skeleton Warrior x 18

Health 80
 Experience 60
 Dark Damage 4

Dasher Village



To Duskwood B

Duskwood C

From Glaciers A

Duskwood

DUSKWOOD C

Tamris

Dasher Brute x 13

Dasher Scout x 20

Dasher Merchant

Merchant has just about all types of potions.

Deceiver x 3

Other Loot

Chl'Tk



Corantha

Duskwood B

*From Duskwood C:
Dasher Village*

To Eastern Stronghold A

Duskwood A

PART VI: Duskwood, Return to Corantha

Return to Corantha

DUSKWOOD B

Dasher Brute

Health100

Do Not Attack

Dasher Scout x 9

Health100

Do Not Attack

DarkMage x 4

Health140

Experience60

WeaponFist of Necros (4)

LootMana Potion (2)

Dark Master x 1

Health200

Experience250

No Light Resistance

WeaponFlamestinger

Spells8: Unholy Wrath

LootSpectral Ally Spell Book (1)

Shadow x 4

Health120

WeaponShadow Blade (2)

LootGreater Healing Potion (1)

Healing Potion (1)

Mana Potion (1)

Skeleton Ghost x 5

WeaponShadow Blade (4)

LootGreater Healing Potion (2)

Healing Potion (1)

Mana Potion (1)

Skeleton Warrior x 32

LootHealing Potion (12)

Mana Potion (4)

CORANTHA

King` Dain Stoneheart

Dwarven Legionnaire x 4

Dwarven Councilor x 4

Dwarven Civilians

Dwarven Merchant

Dwarven Miner

Deceiver

Loot

Slow Spell Book, Stone Skin Spell Book, Enoch's Plate of Might, Divine Justice, Banded Mail of Grace, Vampiric Shield, Shield of Mighty Deeds, Boomer Axe, Longsword of the Crusader, Flamedancer's Ring, Danacen's Ring of Constitution, Calder's Pick, Speed Potions, Healing Potions, Greater Healing Potions

DUSKWOOD B

As in previous column

DUSKWOOD A

Dark Mage x 2

Health120

LootGreater Healing Potion (1)

Healing Potion (1)

Dark Master x 3

Health220

Experience180

Shadow x 5

Skeleton Ghost x 4

LootHealing Potion (1)

Skeleton Warrior x 40

LootMana Potion (8)

LootHealing Potion (8)

From Duskwood B

**Eastern
Stronghold A**

**Eastern
Stronghold B**

**Western
Stronghold**

Transport to Necros' Battleship

PART VII: Opening the Stronghold Door

EASTERN STRONGHOLD A

Dark Mage x 2

Dark Master

Shadow x 2

Skeleton Ghost x 3

Skeleton Warrior x 10

Inside the Stronghold

EASTERN STRONGHOLD B

Skeleton Warrior x 7

Health40

Experience80

Dark Mage x 4

Health200

Experience80

Spells65: Stone Skin,

Fireball 2 (Homing Fireball)

Dark Resistance75%

Light Vulnerability+10%

Air Resistance50%

Fire Resistance50%

Bash Resistance50%

Slash Resistance50%

LootHealing Potion (3)

Greater Healing Potion (1)

Dark Master x 3

Health180

Experience160

WeaponFist of Necros

Spells8: Unholy Wrath

LootHealing Potion (2)

Shadow x 4

Health160

Experience80

LootHealing Potion (3)

Greater Healing Potion (1)

Skeleton Ghost x 2

Health100

Dark Damage10

Dark Resistance75%

Light Vulnerability+10%

Air Resistance50%

Fire Resistance50%

Bash Resistance50%

Slash Resistance50%

Other Loot

Holy Wrath Spell Book,

Lightning Spell Book

WESTERN STRONGHOLD

Aerin

High Guard x 5

Old Guard x 3

Dark Mage x 2

WeaponFist of Necros (1)

Dark Master

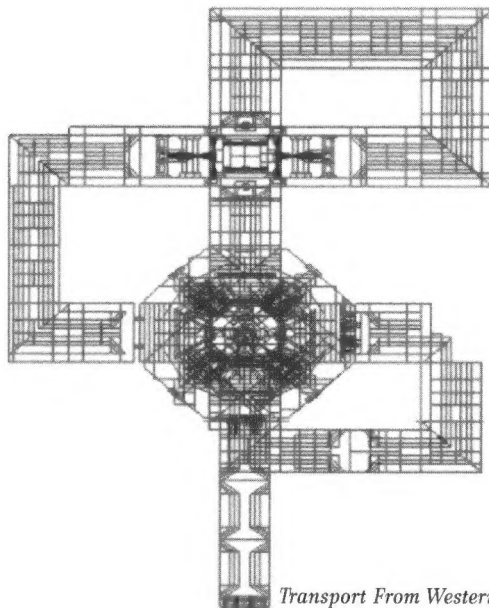
WeaponFist of Necros (1)

Shadow

Skeleton Ghost x 3

WeaponShadow Blade (3)

Skeleton Warrior x 5



Necros' Battleship

Transport From Western Stronghold

The Final Battle

NECROS' BATTLESHIP

Necros

Archmage

Spells 8
Gold 290
Loot None

Greater Healing Potion

Shield Vampiric Shield

Shadow x 8

Health 150
Weapon Shadow Blade (4)
Weapon Fist of Necros (1)
Loot Healing Potion (7)
 Greater Healing Potion (1)

Dark Mage x 5

Health 120 (4)
Experience 100 (1)
Spells 69 (1)

69: Stone Skin, Soul Drinker,
 Fireball 2 (Homing Fireball)

Weapon Shadow Blade (1)

Loot Greater Healing Potion (2)
 Healing Potion (1)

Dark Master x 2

Health 220, 180
Spells 10, 72

10: Lightning, Unholy Wrath
 72: Unholy Wrath, Fireball 2
 (Homing)

Weapon Fist of Necros (2)

Loot Mana Potion

Skeleton Ghost x 5

Health 80

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